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Issue 22

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TOLERANCE

Stamp on
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mission
impossible.



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Sega

Issue 22

BIG GUN SPECIAL

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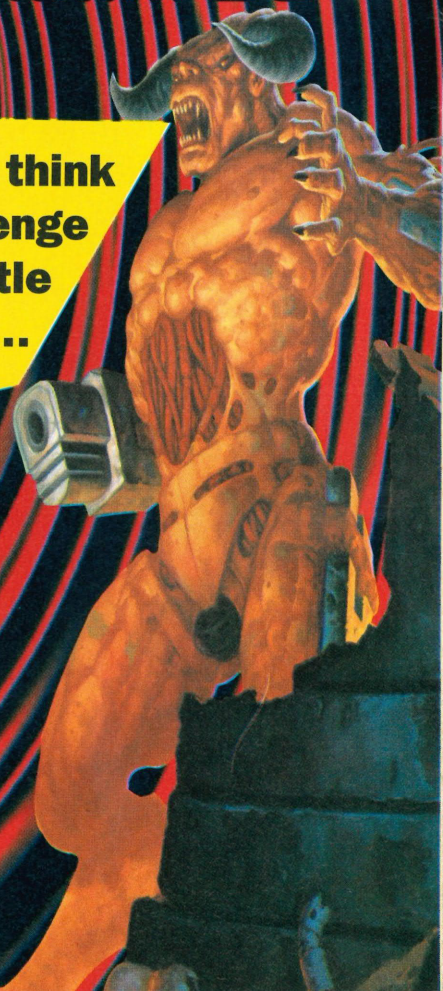
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So mortal, you think
you can challenge
me? Let battle
commence...





Sega XS shows how
to blast those suck-
ers once and for
all...



LEVEL GUIDE

Level 1

The silver door behind you is always locked. There is a big open space in front of you and four pillars over the lighter shaded of ground. The only objects here are two green barrels. Remember, never shoot them when they are close to you. Go forward and to the right to find a tunnel. The tunnel leads you to a door. Open the door and shoot whatever or whoever is there to attack you.

There is a well lit room before you. Go to the right of it. Shoot the bad guy. Go forward through the corridor. There are some blue potion bottles scattered around here to up your health level. You next find yourself at the beginning of a room with a zig-zag path through a floor of green poison gunge. Shoot the guy on the raised platform to the left. You can return here after you have opened the black exit door and the platform will have lowered revealing a store where a shotgun and some rounds of ammo can be located.

Go forward. Collect the ammo at the end of the path. Forward a bit



more, into a passage with a silver panel door in the wall. Open it to go outside where you can collect a blue sphere and a Gatling Gun. Return to the passage you were in. Collect more ammo at the door. Explode the green barrel near the brown demon, hopefully taking the monster with it. Keep pushing on until you reach the blackened door flanked by candle sticks. Pick up the medical box to the right if you're injured. Throw the switch on the black door to exit the first level.

Level 2

You are in a large open space. There are barrels to the right and in front of you. Go left. Shoot the soldier. Wait for another. Behind you a guy tries to creep up so turn to fire on

him. The door to the left requires a red card, so head up and to the right. Shoot a guy. Go through the middle section and on the right you find a lift in the wall, which takes you to a shotgun and ammo. More ammo can be found behind the middle section.

Go further up the tunnel and find some green armour in the back wall. Leave the little room and turn left. Arrive at a door. Open the door and shoot the nasties. Take what they drop. Ascend the stairs to arrive at the red key on the floor to the right. Continue on down the next flight of steps. Open the red door and open fire on the beasts that charge you. Go forward and upstairs.

You find yourself in a room with narrow paths winding through green slime. Follow the path, grabbing the blue potion on the way. At the end of this walkway is a small room with three medical boxes and ammo. The ammo is positioned on a lift, so as soon as you grab it you will descend to further chaos.

You are attacked as soon as you appear in the room below. To the right there is blue special armour. Depending on what difficulty setting you are on there may be fire raining

down on you from the rooms above. Flick the switch on the nearby wall and a secret door opens into a dark tunnel. Pick up the medical box if you need it and proceed to find a black door. Open it and kill the men inside. Flick the switch and exit the level.

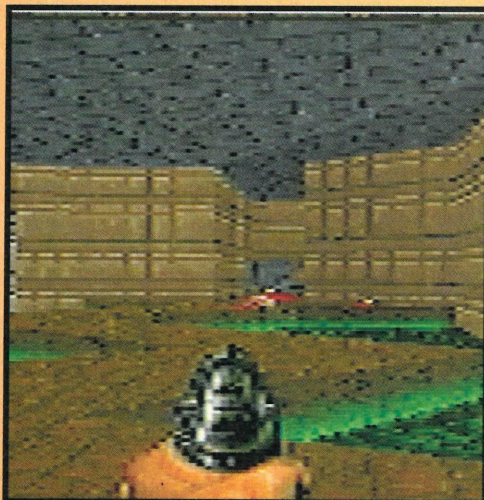
If you want to get outside, to collect a Gatling Gun and a Blue Orb, then find the brown door in the silver wall in the middle section and hit the switch within before going up the stairs. There is an opening to the left.

Level 3

You begin in a room containing a shotgun and ammo. The room is closed off from the main arena, so you're completely safe until you decide to open the door. When you do, you will be confronted by a large room. In the middle of the room is a deep pit with green, deadly slime at the bottom. Avoid falling in as there is no escape.

There is a helmet and medicine near the ledge ahead of you, but be careful if you collect them as they are perilously close to the edge. Run to the left first. Pop your head around the corner and duck back behind the wall. As soon as the enemy appear, blow them all away. Turn back and go to the right side of the room to finish off the other men and collect various armour and ammo. You can shoot through the gaps in the wall and hit the men from the other side of the room if you think you are a particularly good shot.

The door with the blue sides requires a blue key. To get it head for the smaller door on the left of the room at the back. When the door rises, you see a green barrel in the middle of the room. Step back, wait a second for the bad guys to congre-





gate around the barrel, then blast it to shower the enemy with toxic waste. Enter the room and shoot the creature running at you from the stairs on the right. Also on the right you will see a hole in the wall. Shoot the monsters and men that creep around in the room beneath the hole. You can just about get them in your sight.

Collect all the ammo and potions on the floor. To the left a blue orb is suspended in the next room. You cannot reach this yet. Instead, run up the stairs and turn left and down some more steps. There may be a creature lurking in the lift to the right. This is the place you were firing into through the hole in the wall, so the



more creatures you shoot the less you will have to deal with now.

Firstly go to the left into a little cul-de-sac. Pull the lever on the wall. This opens a door in the room where you noticed the blue orb. Use the lift to get the green armour and blue potion in a small room above. Go back down the lift, up the stairs and return to the previous room. In the wall to the right you will now see a doorway. Run up the stairs and take out any demons that are guarding the area. Now run back down the stairs, turn about face, charge back up the stairs, turn left, and run for the lift. If you do not delay in any way you will make it in time for the lift to take you to another staircase, which in turn

leads you to the all-important room with the blue orb.

Don't expect to get the blue orb without a battle. The blue orb is suspended above a pillar, so lower the pillar to ground level using the lever. When you have the blue orb (not essential to complete the mission, merely a bonus), exit the orb room and run left to the next lift before it goes up. If you fail to get there, re-enter the room and run to the right. You can get there in time with a little practice. Enter this door before your way is blocked and you will pick up a bazooka and a useful backpack.

If you continue down the passage in the wall with the slime underneath you can pick up more goodies and also throw a

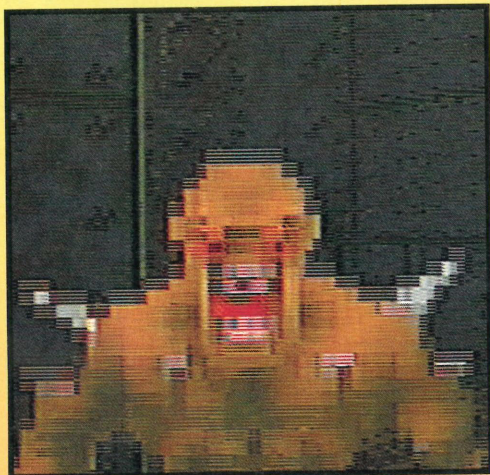
very useful switch. The switch makes a bridge over the ooze pit you first encountered at the beginning of the level. Over this bridge is a large hanger, containing hordes of beasts, so only attempt it if you're feeling really brave! An alternative exit also hides in here.

If this is not your favourite idea of progressing to the next level return to the main corridor. Move toward the door you have not yet opened at the far end of the corridor and open it to confront a fireball spitting beast and several men with shotguns. After the usual mopping up of collectable items, mostly ammo here, progress

to the next opening. You are greeted with the view of a wide concrete walkway over a carpet of green slime. Beyond the slime are high walls, and from the top of the wall on the right is a monster throwing fireballs your way. At the opposite end of the walkway are tiny figures running toward

you. It's best to wait for them to come nearer, before ducking behind the wall and shooting them as they expose themselves.

Now run over to the other side of the walkway. It's probably best to take out the monster on the wall firing down at you. The other side of the walkway has two doors. Go through either one of them very





quickly and immediately retreat when you are seen. Men with guns wait behind here. Let them come through the narrow door in single file instead of taking all of them on at once.

Remember to watch the door next to you, as bad guys may come

through here and attack you from the side. When they are all taken care of, go through the door, left then right, so you see a lamp illuminating the blue key you are after. Reverse on to the key, as it rests on a pressure platform that opens a door releasing several ugly menacing humanoid creatures. They run from a room which is full of goodies to collect, so as soon as you have shot them all go into the room and take everything you see. Now head back to the blue door at the start of the level.

Open the door with the key, shoot the enemy in front of you and enter the room. Turn right to fight off two more demons. Now take either the door to the right or left as they both

end up at the same place. The final obstacle is a room with a tunnel in the middle leading to the exit. Shoot the mad men and beasts around the outside walls of the tunnel and then shoot the beasts at the end of it before trying to run forward. The further you venture into the tunnel the more steps appear to lift you to the final exit door.

charging toward you. Shoot one barrel and the chain reaction blows the room's contents to smithereens.

At the far end of this room is a deep gully with slime flowing through it, but avoid this room for now. Instead run through the opening on the right leading to the stairs. At the top of the stairs there is an open air

Level 4

Open the door in front of you and go into a long hallway. Be careful here as you will be shot at from small windows in the walls. Shoot these baddies and head for the far doorway. When you get there you will see a room full of barrels and monsters



TAKE THAT SUCKER!

If you have no weapons, use your fists. After all it's better than nothing... Just!



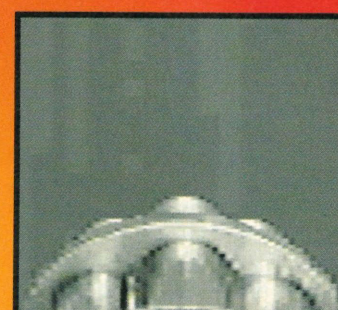
9mm pistol: Adequate for small battles but not much use when the going gets tough. Collect something much bigger as soon as you possibly can.



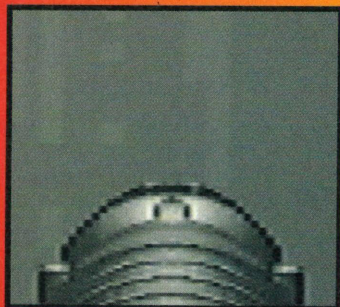
Shotgun: Pump action allows you to blow away baddies more effectively. Line-up the sight at the end of the barrel to target your shots properly.



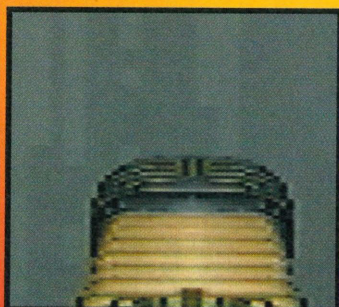
Chainsaw: Only good for close encounters. Charge at the bad guy and rip his guts up with this gruesome device. The nastiest weapon of the lot!



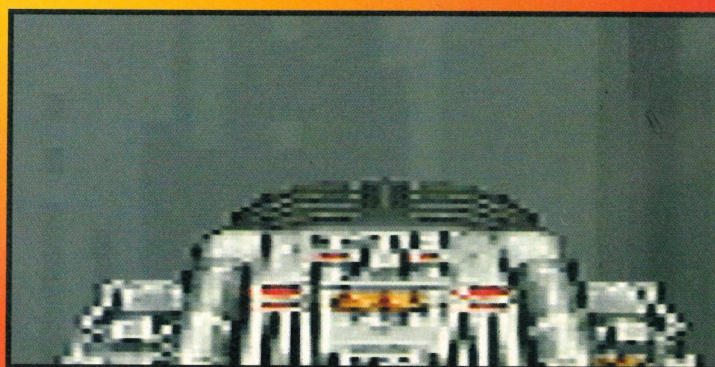
Gatling Gun: Sprays bullets all over your opponents. This gun is especially good when you are attacked by many enemies in small enclosed spaces.



Rocket launcher: Very powerful. It has a draw back though. If you use it in a confined space, you may end up blowing yourself up.



Plasma Rifle: Burns your enemy to a cinder. A more effective rapid fire weapon than the Gatling Gun is.



The BFG: Big F---ing Gun (said in badly dubbed voice!). Get this and destroy. Although it needs a second to charge up before firing.

courtyard with a central building in a moat of slime and multiple exits to the outside walls. To the immediate right you will notice a slime protection suit standing upright in mid-air. Walk into it so you're wearing it. Return to the gully and jump in. Go right to pick up a rocket launcher and missiles. Pull the lever here and a lift appears to the right. Step on it and it takes you back to the stairs leading out through to the courtyard.

Enter the courtyard and grab the protection suit on the left as the one you are wearing may be disintegrating. Jump back in the gully and go left. You find a concrete floor littered with goodies from armour and guns to medicine. Pull the nearby lever to activate a lift. This lift takes you to a blue orb. Run through the door beyond the orb and find yourself in the hall area where you began.

Return to the courtyard. Arm yourself with a heavy weapon, open one of the doors to the building in the middle, step back and let rip! When you have reduced the angry mob inside to a bloody pulp, enter the building, replenishing your health with the potion and medicine and pick up the Gatling Gun. Most importantly however, pick up the blue key. You will notice that the doors close behind you once you're inside so pull the switch on the wall to get out again.

Through one of the exits on the outside wall of the courtyard you find a black steel construction. This is fortified by baddies, who should taste your bullets as quick as you can raise your gun. Open the blue door to the right. Emerge into a brown walled maze of wide pillars and small tunnels. Stay alert as there are demons prowling down here. Eventually you



should find a stairway that takes you to a landing with a lever and a door. Pull the lever to open the door, turn right then left and then left again to go up the stairs, cross the bridge and find the exit.

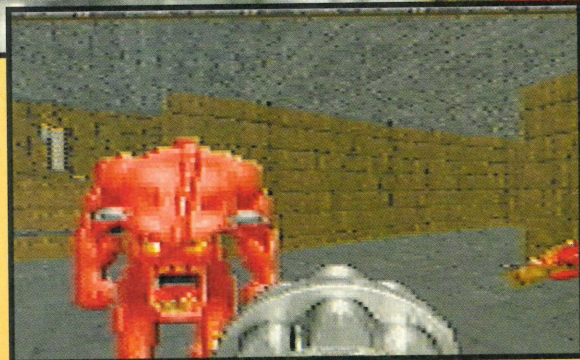
Level 5

Before you is a wide lake of toxic sludge. You have no choice but to sprint across it. You should not lose that much energy if you run in a straight line. On the other side there are some power ups, such as a gun

and a helmet. Straight ahead of you is an old door with two metal lion head figures on it. To the right is a corridor. Run down here and take the turn into the room at the end of it, to grab the ammo and important potions.

Now run back to the opening nearest the door with the lion heads on it. Go up the steps, shoot the evil Marine, turn right and negotiate a thin ledge above the slime, to a room on the far left. In here you will discover a yellow key. Take it and return to the old door. Open it and you are in a room which has a path circling a green acid pit.

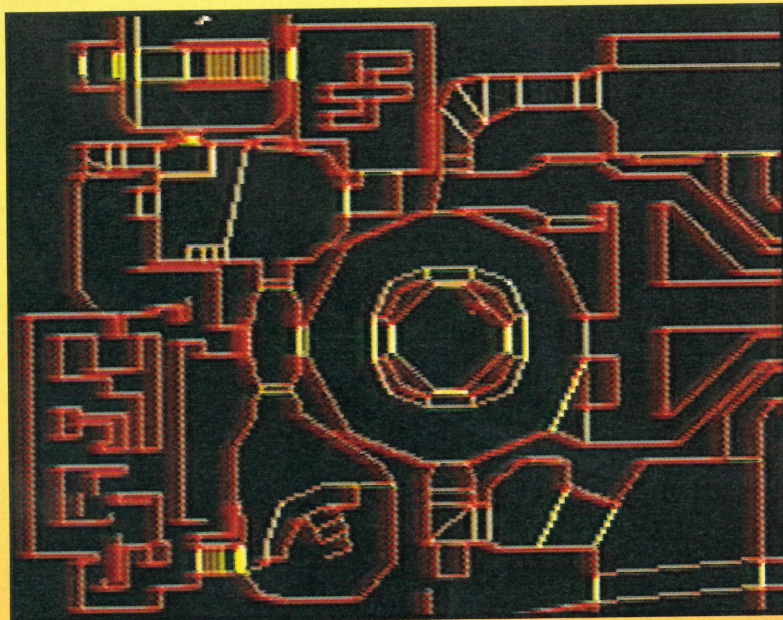
Blow away the men running around here and open the yellow door to the left. Step through to be taken down on a lift to a lower floor. If you step off the lift you will be fired upon by two creatures on high platforms to the left and right. With a bit of skill you can shoot the creatures from the relative safety of the lift. Then go left and prepare to do some intense fighting. After the commotion you will observe there are two pillars in a slime pit and to the far wall there is a lever.



First, shoot the barrel on the platform where you see the lever. When you reach the platform it's likely you'll be attacked from behind. With the barrel there the results could be disastrous, so take care. Pull the lever so the pillars sink into the slime. Run to the one on your right. Once on the top, the pillar will rise to the ceiling, but don't worry, you will not be crushed. Instead, you will find a secret compartment in the ceiling where a lever is hidden. Pull the lever. The pillar descends. Run to the other pillar and repeat.

Leave the area via the lift and return to the previous room. In the middle of the wall in the slime pit you now see a new doorway has appeared. A red Demon charges when you near it. A few shots will take him out. Back off if he gets too close, as he has a nasty bite!

Run across the slime to the new area. Go up the steps, turn left and grab the ammo. A red demon and a few men linger menacingly behind a





wall ahead. Shoot the barrel nearby to take them all out at once. You next find yourself in a room with panels on the walls. Go to the far right corner and open the door with the lever to get out.

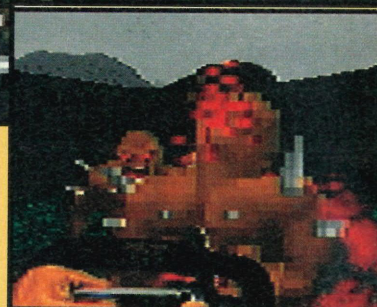
Enter another passage with red demons and mad Marines plaguing your movements. Now you enter a room with a lever on the far wall. Pull the lever and pick up the items on the floor; the most important item being a blue access key. Walk down the stairs and to the blue door, which you can now open with the key. The light in this room flashes, leaving you in darkness every other second. Do not stand close to the barrels in here as there are soldiers stalking behind

the pillars. Find the exit to the level to the left behind the blackened door.

Level 6

You start in a wide, fairly exposed room, being attacked through slits in the walls. Run forward so they see you, dart back to cover and draw them out one by one. Afterwards return to the junction and go left to pick up the red key at the dead end. As you pick it up, a door opens in the wall to your left. A red demon must be blown to shreds here.

Now go all the way back to the two doors next to each other. They both lead to the left eventually but behind the door on the left are a gathering of men and monsters. If you enter the left one, after killing the baddies walk a few paces to the left. Ahead of you is a big drop into a slime filled pool. On the ledge



before the drop is the blue key. Before grabbing the key, turn around quickly, as a secret passage has opened behind you and let loose some ferocious foe.

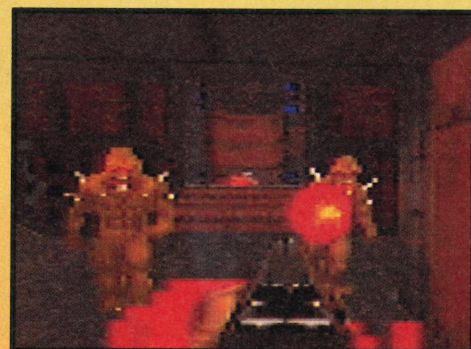
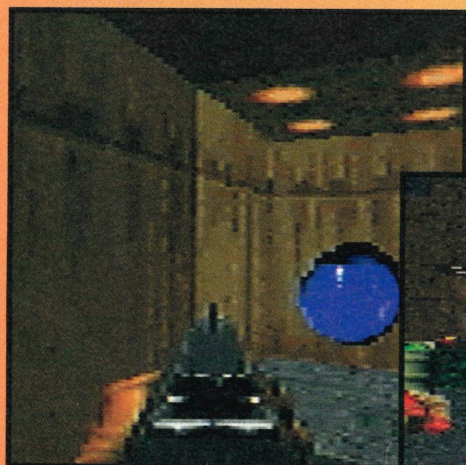
Kill them, grab the blue key and leave the same way you entered. Now go to the blue door near the start. Open it and you see a room within a room directly in front of you. First, clear up the creatures lurking around the outside of the central room and then assault whatever is guarding the inside. You will be rewarded with green armour and some health boosting medical supplies. There are many exits around the outside walls, mostly yellow doors that can not be opened. You will come across an opening that leads to a path across toxic waste. It's guarded by creatures firing from the right and straight ahead. Once across here go forward until you are stopped by a wall. Turn right and pull the switch on the left wall. Carry on down the passage and turn right

through a tall doorway (you have just opened this with the switch). You will face more attacks up the next tunnel. It eventually leads to a smallish room where you can locate the yellow key, as well as a rucksack, rocket launcher, ammo and potion.

Now head back the way you came. Where you first crossed the path over the toxic waste, where the blue door is located, a new room is revealed to one side. Men are shooting at you from this room. You will have to cross the green expanse on foot to reach it. When you get there pick up a suit to protect you from the effects of the slime. Wear it and run back to where you found the blue key. Jump off the ledge into the pit. Run forward to the wide passage directly in front of you. Mount a lift to be taken to a blue orb which makes you incredibly healthy. Now run out of the passage.

If you require another suit you can find one behind the pillar on the left. If not, run for the door on the right. At the start of the tunnel is some blue armour and a medical box. Continue up the tunnel, picking up a helmet and blue potion on the way and you will come across two big boxes of ammo and a lever. Pull the lever and the wall rises revealing the room you began the level in. Now go straight ahead, and find the yellow doors.

There are three yellow doors all leading to the same room. In this room are pillars for cover, which you will need to cope with the heavy enemy presence. Find the steps





leading down to a darker room with a forked path over slime. To the left comes more enemy fire. Deal with the offenders. They are guarding the door leading to the exit but you will not be able to open it with any of your keys.

To open it continue up the path to the next room, where you will see a staircase leading to a lever between two golden candle stick stands. Pull this lever and the previous door opens. When you return to it expect another small battle before being able to enter. You are close to the end



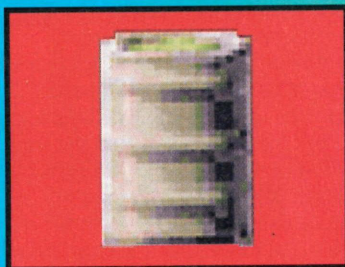
now, but the worst is yet to come. Take either the left or right route offered to you, they both converge on the same massive room. Once in here, shoot anything that moves. You will be under heavy attack and if you run straight into the room, you will be very exposed as cover is limited.

When you have blown apart this first wave of attack, go to the lever down the very narrow and cramped gully in the near wall. As soon as you have pulled the lever, turn about face as the other three walls open up, revealing secret rooms. The secret room on the right has the exit door in

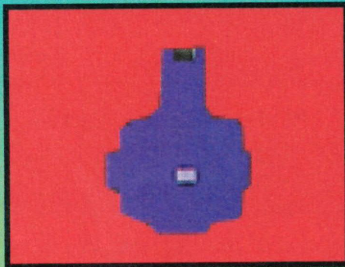


ITEMS KEY

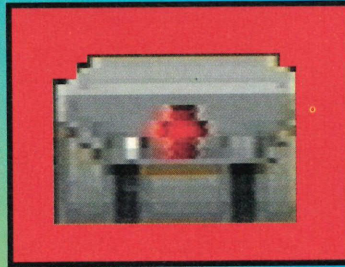
On hard difficulty settings you're likely to find more of some of these objects, as there are more guys to kill. Therefore they drop more for you to collect.



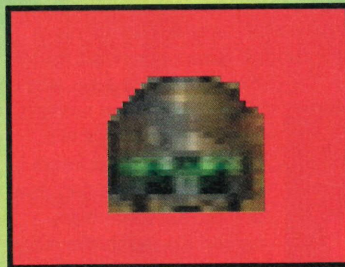
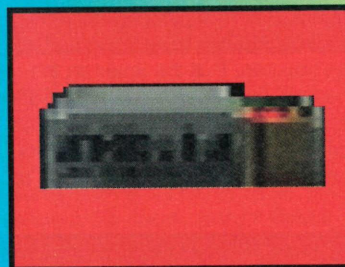
Barrels: Full of green toxic waste. If you shoot one, it explodes, acting as a bomb, and will blow anything nearby into tiny shreds. This applies to you as well, so remember to keep your distance.



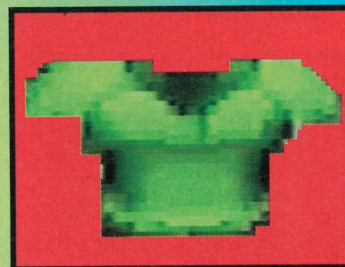
Blue bottles: Health Potion. These boost your health by 2%, even past the 100% mark.



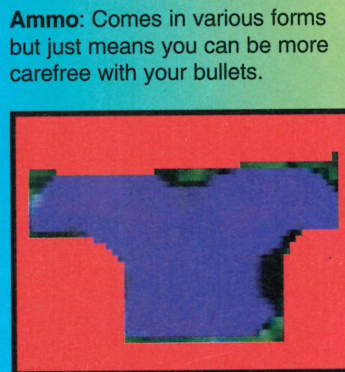
Medical kits: These increase your health but not beyond 100%. The larger medikits raise your strength by 20% and the smaller cube kit will boost you by 10%



Helmet: Boosts armour by 2%



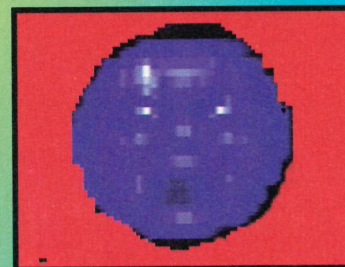
Green Torso Armour: Armour instantly increases to 100%



Ammo: Comes in various forms but just means you can be more carefree with your bullets.



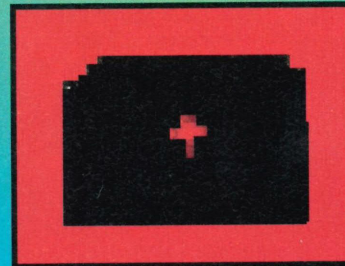
Suit: Protects you from green toxic floors but does not last very long. When it flashes it means the suit is wearing out.



Blue Orb: These are well hidden but grab one and you will be ridiculously healthy.



Blue torso armour: Armour instantly increases to 200%



Berserk Box: Looks like a black medical box. Enables you to kill anything with a single punch.



Keys: Colour coded keys open doors of the same colour.



it. The room facing you and to the left are crammed full of beasts and troops, all raining hostile fire down on your head. You can just about dodge the fire by side stepping in the gully, but it's very dangerous. Just make sure all the attacking mob are dead before going to the exit, as some may hide in corners and wait for you

to turn your back on them as you try to escape the level.

Level 7

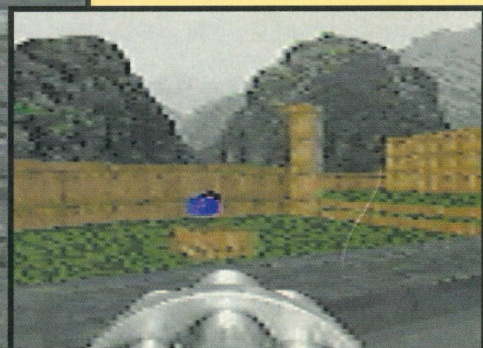
Open the door. Defend yourself against initial attack. Run forward and grab the green armour. Explore the immediate area and kill off the creatures running loose. To the right is a high ledge with soldiers and hell beasts firing down at you. Kill them from below. To reach the ledge, there is a lift on the far wall

but it has a fireball breathing monster inside, so watch yourself. Ascend to the ledge and follow it around to a tiny room. In here is the yellow key. Take it and jump off the ledge. To the far left is the yellow door. Open it. Run toward the flashing light on the right, up the corridor. Here is a lift. Climb on it and prepare for a scuffle within the hidden room you are about to discover. Pick up the rocket launcher, rockets, potion, ammo., and medical kit. Get back down the lift and continue the way you were going. You will turn a corner whilst climbing some steps. Undertake a small skirmish but do not turn your back until the large pillar, centre screen, descends, as on top of it is an armed man, pointing his weapon in your face. Blow him off his feet. Climb on the pillar. It rises, jump off it onto the slimy floor to the left. Turn around and grab the Gatling gun, medicine, ammo and backpack. Open the door and get on the pillar again, this time jumping off to the other side. Run toward the suit as fast as you can. Pull the lever on the nearby wall. A door opens revealing a room full of power ups. Pull the lever on the far wall. Leave the way you came in and keep ploughing on up



the ooze filled chambers. There is a jetty into the slime in the large chamber you enter and to the right of the jetty is a gully. Run down the gully and pick up the blue orb. A door opens in the wall and lets you back onto terra firma. Phew! Now return once again to the pillar section. This time do not get on top of it. Behind the pillar, you see a square door. Open the door and take the lift. A skirmish will follow and if you survive you will notice at the back of the room is a chainsaw on some stone steps. Take it. Remember, get close to use it. Leave the room and head left. Terminate any opposition in the usual merciless fashion. Use the lift in the left corner. You are taken to a new floor. Beware of a dangerous red demon up here, as well as marines. At the end of the passage is a red key. Take it and go back to the red door. If you have forgotten where the red door is, return to the room you began the level in, with the steel door. As you look out of it, turn right and you will see the red door. Be careful as you head back toward it as secret rooms have been opened since you last visited and there are new warriors out to get you. Behind the red door is the blue key. Now go back to the blue door, which is on the way to the rising and falling pillar. Behind the blue door are two more routes. For later reference, the door on the left is the exit. For now, head right and at the end of the passage, after a fair deal of carnage and destruction, pull the lever.

As you may have seen throughout



your travels on level seven, there is a tempting blue orb outside in the grounds. You can now reach it. Go back to where there are two pillars, marking an entrance, the pillars being grids of white squares. Go through them and notice a cell to the right that wasn't there before. One wall is brown while the others are grey. Go up to the brown wall and use the open door command. The wall rises. Go up the tunnel, open the next door and you have gained access to the gardens and the orb. Now you can leave the level with a weighty boost of hyper energy.

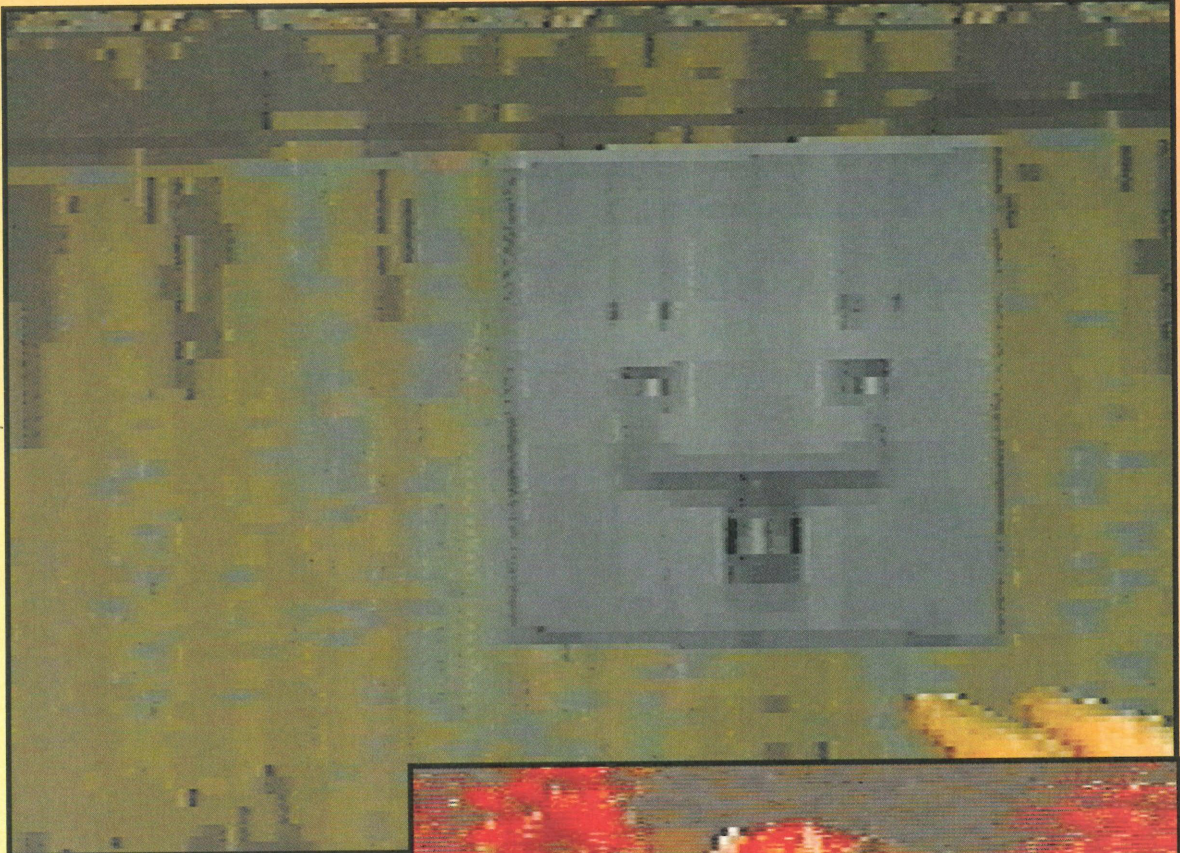
Level 8

Pull the lever directly in front of you. A wall lowers and reveals a gang of gun wielding bad sorts standing on a raised platform. Unfortunately for them, it's a stupid place to gather as there are several barrels of explosive gunge on the platform. Shoot one barrel and Kaboom! More red stuff than a Russian eating tomato soup!

Pick up the assorted items left behind and proceed to the room behind the platform. If you are low on health there are loads of medical supplies here. Take the stairs on the left of the platform to the old wooden door. Open the door and enter a long hallway. The room on the right contains a Gatling Gun and the room on the left has a shotgun within.

Keep going up the hall to the other end to find a lever. Pull the lever to summon a lift. Take the lift to a higher level. The room you enter is large and star shaped. In each of the star's spikes are power-ups. This is for a good reason. There are two doors above a flight of steps. When you approach the steps the doors open and behind them are two terrible new demons. They hurl green fire at you, which has a devastating effect. Be sure to dodge every attack. Use heavy weapons first, right up until the very last bullet.

When these two horrors are defeated, the back wall to the room disappears. Before you jump off the ledge

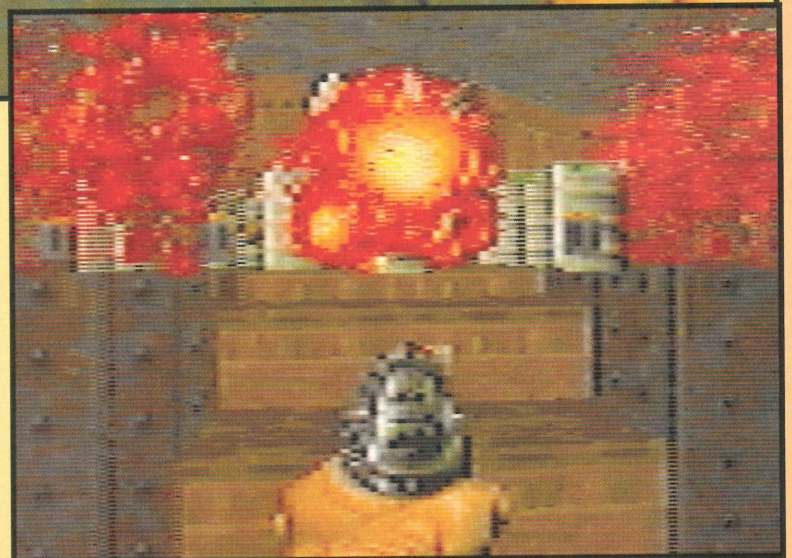


onto the lawn below, grab the blue orb in the demon's lair. On the lawn, to the right and left are transporters which take you back to earlier sections of the level. Ignoring these, continue on to the doors straight ahead. Behind these doors are some more Satanic creatures, standing on a higher ledge. When you have killed them, pull the lever on the left side to create a staircase up to the floor above. Stand in the Pentagon and you have completed the level.

Level 9

There is a long passage stretching ahead of you. Grab the shotgun near the teleport, but don't enter the teleport yet. Kill the men running toward you from the right. Go through the red obstacle with the narrow cross shaped gap. Do not touch the inner walls as you walk through. Turn right to pick up the medicine and the blue key. Now return back to the safety of the teleporter.

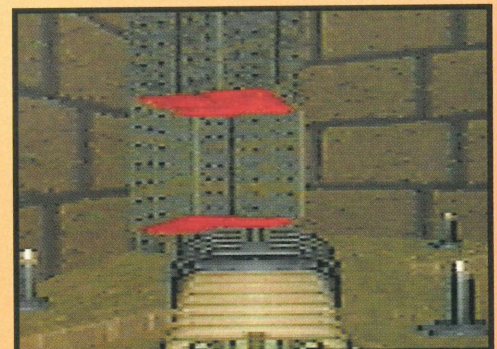
You are zapped to a new area only to be attacked by a mad mob. Shoot them and then only walk over the red triangle if there is something of value on it, like a shotgun. The long passage turns into a sizeable room to the right. Red hot lava



covers the room. Over it is a bridge but you cannot stand on this for long as it sinks into the lava. On the far side of the room, over the lava, there is a lever on the right wall. Pull it to make a block rise from the floor. On the stone block is another lever. Pull this lever and the whole back wall rises out of the way to unveil a secret chamber. In the chamber is the red key. Collect the key and step into the teleporter.

You are at the end of a long tunnel. At the end is a high ledge where demons may roam. On harder settings fireballs rain down on you. Go to the end of the

tunnel and turn left to face a compartment in the wall. There are two stone faces staring back at you. Use the open function on the faces to make the eyes and mouths light up and the wall rise out of the way. Step





forward, into the new area, turn around to the left, and shoot the nasty bunch advancing on you.

There is a teleporter on your right. Ignore this and go left then forward. On your left is a wall with a door in it sitting in the lava. To the left is a blue door. First open the door in the lava,

but only if you have sufficient health to waste a couple of units. As soon as you open the door, shoot whatever greets you, usually a man with a shotgun. Grab the pieces (including the blue armour) on the ledge he occupies and proceed to the blue door. Behind it is a teleporter. Step in. You are teleported into a dangerous fight with red demons. Blow their brains out! If they took a nip out of you there are medical boxes to the right in the corner.

About halfway up the room go right and turn around. There is a gully with a lever in it guarded by a fly-

ing devil's head. One shotgun blast will see the head explode. You can't reach this lever yet as there is a wall in the way. Further up the wall is another lever. Pull this one and the wall that blocks the gully turns into a flight of stairs. Pull the lever at the top of the stairs. Turn around and see a teleporter appear. Enter the teleporter. You are in what seems like a room with no features. Rotate 360 degrees and a black door appears. Open the black door and blast the creature that jumps for your throat. Enter the room and pull the lever to exit to the next level.

Level 10

Collect the green armour to the right. As you inch forward a creature leaps out from behind some boxes. Shoot him with whatever you have. To get the rifle to the right, pull the lever on the left wall. The high box it rests on lowers to the ground. As you turn the corner, you see a door to your left and a turning to the right. Through the door to the right is a door which needs a yellow key to be opened. On the floor of the turning is a Berserk Box, which means you can kill anything with a single punch. Be warned, this is

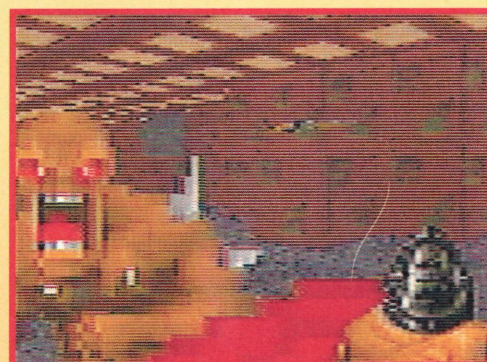


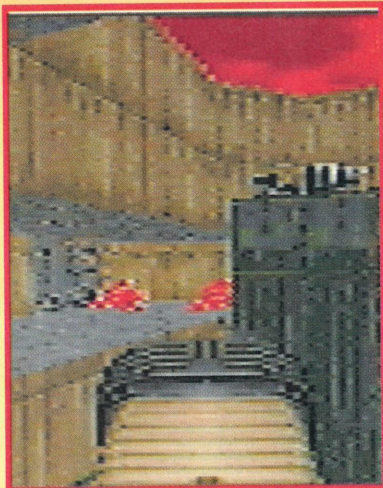
not that easy to hit accurately all the time when you are being attacked by a big gang.

There is a large gathering of creatures in the black room with four pillars straight ahead. Best to kill them off before attempting any further exploration. After they are slain go to the right before the entrance to the black and green room. Grab medicine and at the end turn right. Shoot the barrels clustered around the monsters so everything in the small area explodes. Run to the end of the gully between the boxes and pick up a new shotgun with 20 rounds. Head back to the entrance of the black room and head left. There are steps straight ahead of you.

Before climbing them watch out for a pair of creatures attacking from the right. Blow them off their feet and use the stairs to get hold of some green armour and medicine. There is a high chance of attack from below as you are up high and more exposed than you may think. Descend to ground level and continue around the corner to the left. There will be many crooks and crannies from which you will be set upon but there are rewards for getting stuck into the action. When you finally follow the outside path around to the left you will see a door on the right wall and potion, ammo and medicine to the left.

Go through the door and you



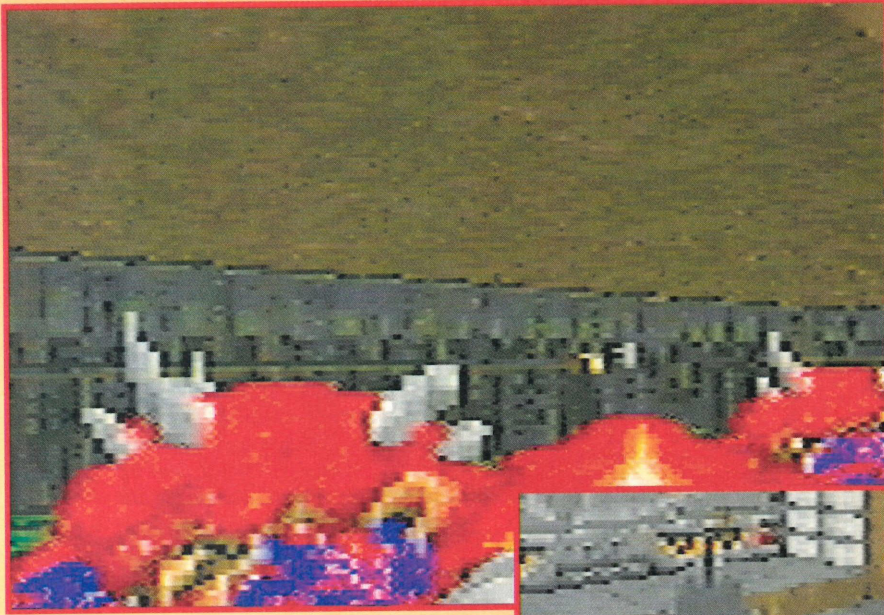


emerge into a room with a path flanked by pillars. At the end of the path is a smaller room with the yellow key and a backpack up for grabs. When you step over the rucksack you are raised into the air on a rising pillar. If you step off and pull all the levers on the outside of the pillars, prepare for a fight as you open two

doors in the large room you have just come from.

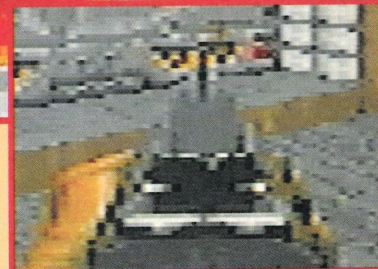
When you pull the lever on the left pillar you release a horde of five fire spitting monsters. When you have blown them away search the room for ammo. By pulling the lever on the far right pillar you open a door that releases two red demons and a flying demon head. In the room they have sprung from is a very useful rocket launcher. If you investigate the big room vigorously, you will find some ammo for the launcher in the form of a large rocket tucked behind one of the pillars holding the roof up.

Now return to the yellow door near the beginning of the level. It may be a good idea to have your rocket launcher on standby as you open the door. There is a red demon straight ahead and to the right. In the middle of the room is a Gatling Gun resting on a pillar raised over a pit of ooze. After killing the demons pull the lever on the far



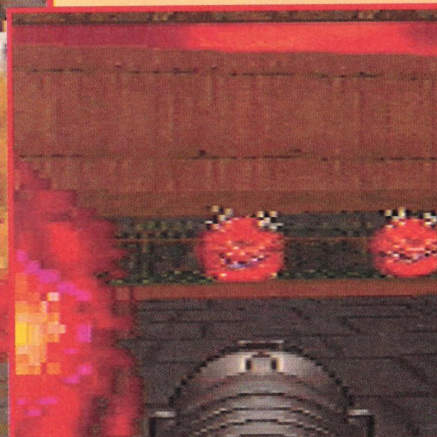
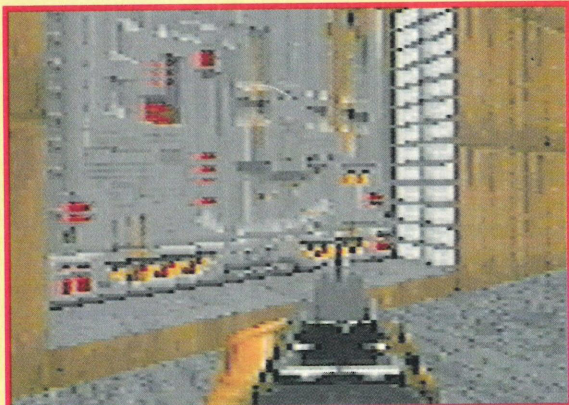
wall, to the right. The gun is now accessible. Return to the black room with four green pillars. The door straight ahead can be opened by clicking on the image of a face to the left of it. The eyes and mouth will light up and the door will open. Approach the entrance which is slightly raised in the air, and steps appear, allowing you to access the next section. The path in front is split to the left and right.

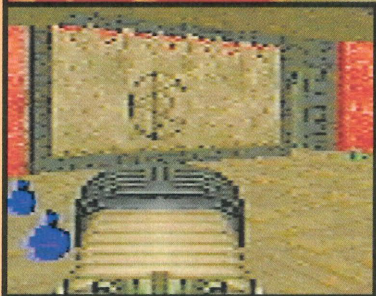
First go right, all the way down to the end of the passage. Pick up the



blue armour in the wall. As soon as you do turn left and open fire on the enemy that have now been set loose. Return to the door you passed on the way, shooting everything. Turn right and enter a dark room. There are two pillars. The nearest one with the flashing light is a key. On the left wall is a face which can be activated to lower the adjacent pillar and reveal a Plasma Gun. Be swift to collect it, as the pillar rises up again very soon after it is lowered.

In the next room down there is a small army of creatures guarding green armour, a potion and a first aid box. Further down still is a red door, a small river of toxic waste and the exit door high up in the wall over the slime. Take note of this position for later and backtrack to the place where the path first split left and right. Go to the left this time, into a room where two stone slabs sit in a pool of





green gunk, upon them are ammo and medical supplies. Run across the gunk to the other side. Here lies the blue key card as well as some other useful power ups. There is a stairwell leading down to the right. Unsurprisingly, the stairwell leads directly to the blue door. Open it. Behind the door is a red demon guarding the red key.

Take the red key and return to the red door near the exit. There is little to fear behind here, so do not waste ammo. Go around to the right and pull the lever. A bridge now appears in front of the exit door.

Level 11

Almost from the moment you enter Level 11 you are under siege and some neat dodging is in order. If you have some sort of heavy weapon



the relative safety of the window. Continue around to where you shot them and pass through a doorway leading to a room unlike any you have seen before. Two walls have a Pentagram scrawled upon them and the other walls are bright pink. There is another door at the far end of the room. Through here is a room full of pillars. The floor is toxic and there is nowhere safe to stand. It is awkward to manoeuvre around the pillars but you will have to be as quick as possible to save strength.

Go forward past the first pillar and turn left toward the doorway. You now stand on firm ground again, in front of you is a shotgun over a red platform. To the left is a room where you can pick up blue armour and to the right the level opens up. Go through the passage to the right and emerge into another corridor. Enemy fire comes from a room on the right. A few shots into the room should ensure you hit a barrel and blow up most of the inhabitants, but be warned, if you want to go in the room there are more than likely a few angry survivors wanting revenge.

The room itself is tall and spacious, with two wide steps at the far end but otherwise it's pretty featureless. There is a door down a small passage just before this room. Behind the door is



the blue key card and some energy boosts, under the protection of two red demons. Make your way back up the tunnel to the dark doorway, visible from the exit to the passage after the place where you could collect the shotgun. A red demon lurks around this dark hiding place so be ready for it. Step off the edge of the opening ahead and drop into the lava. Swiftly turn to the right and see an entrance. In it at the top of some steps is a Plasma Rifle. Collect it.

Now jump off the ledge to find yourself back at the room where you discovered the blue key. Make your way to the blue door via the room with the pillars over the toxic floor. The blue door opens and a demon and several marines wait around the first corner to greet you with a hostile barrage of fire. Go up and to the left to a sizeable courtyard. It is defended well, so keep on the attack. Pick up the potion and rounds left and pro-





ceed to the doorway on the far left. Here you are faced with a bit of a maze. The lights flicker on and off adding to the suspense.

The place is crawling with little devils which sneak up behind you if you just jump in. Try and lure out the creatures one by one so you have as much ground covered as you can before you advance. The maze twists to the right slightly and at the far end is an open doorway. Go through here, up a small passage and into a room with nasties in it. A few gun blasts later and you can turn to the exit in the right wall. Open the door, step back and deliver a final bullet to the demon that lingers in the room with the exit lever.

Level 12

This level comprises of just about all the riddles and pitfalls the game can muster. You start in the safe zone of a small room with a teleporter directly facing you. Where the light flashes off the wall is a secret door which, when

opened reveals a shotgun and ammo box. Enter the teleporter and you are zapped into a more trying area. A gang of imps and trigger happy ex-humans run for you. Blast the demonic crowd. If you have no weapons, shoot the soldier first so you can take his shotgun and then use it!

Beware of fire and subsequent charges from the exit on the left. Dispense with the enemy and proceed to the far end of this room, where you will locate a lift. Take it to the floor above and take the route to the right to replenish health with the medi-kit. You end up in a room with many tall, thin pillars and a cage around some power ups. To the right of the pillars is a skull image in the wall. Make the eyes light up so the pillars and the wall behind the pillars lower to the ground.

Behind the wall is a collection of creatures. If you kill them all you can pick up a computer map, armour and medikits. Now return to the last room and head to the next chamber. If you are low on weapons at this point go to the right of the first chamber as, in the

wall on the outside, is a Berserk Box, enabling you to have a pretty effective left hook. Keep going East (on the map) through the next central door. There will be a turning to the right into a room with two stone constructions adjacent to each other. It may not be apparent at first but there are many foe behind these blockades, including an ominous Cacodemon hovering in the air to the right with gnashing teeth and a single bulging eye. Good looking fella.

Pull the switches in this room and leave the way you came. Keep pushing forward, following the path to the right and then the left, past the huge carving of the devils head. A flame tossing demon s behind the wooden door here. To the back left of the room he occupies is a switch. It lowers the lift on the left side which in turn will take you to the blue key card. If you continue on up the steps and to the right, you can traverse a perilous ledge to a get a radiation suit and some potion but there is no real need to do this as there isn't a great deal of point jumping down into the slime soaked gullies.

Instead back step to the passage you avoided in order to reach the key opposite the carving of the head. Up here the walls soon turn a Satanic red in colour. Hidden neatly behind the second wall is a small army of imps, about five in all throwing fireballs in your direction.

Notice the door in the wall opposite. Return here in a minute. For now go left around the corner to collect a backpack, guarded by an air born Cacodemon. Now return to the blue rimmed doorway and pass through. Straight ahead is a room with a chamber inside it. This chamber has a large wooden door in front. Go around the back, fight off the soldiers, collect the yellow key and activate the switch to open the door. Turn left into a green walled curved passageway. Follow it to the left until you see a staircase descending. Go down the staircase. To your right are five closed doors. To your left is a



drop into lava. If you drop into the lava it's not the end of the world. You should run to the wall with the two skulls on it, and the wall will rise out of the way.

There are now two routes open to you. If you take the immediate right you end up coming out of one of the small doors furthest away when you entered the room of five doors. If you take the other passage you come to

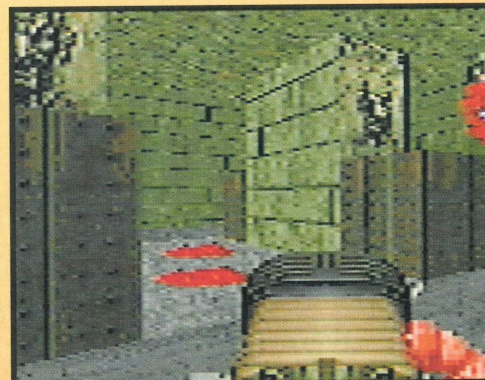


a room with armour and rockets and then you enter a passage guarded by many lost souls. Beyond this is a switch, that opens the other small door and lets you back into the main room. Now it's time to open the large doors. If you stand and face them, open the third door from either side of the central one to get a medikit and some ammo.

When you take these goodies the other doors open up and release a loads of beasts, including two Cacodemons. Either lay in wait or go

for them full frontal.

Return to the curved circular passage back up the stairs. There are two ways to access the next section. Either backtrack around the curved passage to a red glowing hole in the wall and drop down or better still go the other way to where the wall begins to turn and find the secret wall. Keep pressing the button that opens doors and you should



CHEATS

For six button joy pad

Hold down X and Y at the same time. You now have all three door key cards, five hundred ammo clips and all the weapons. Now you can really kick butt, wasting all the ammo you want at the same time!



locate it, remember this is to the left as you emerge from the room with the many doors.

If you take this route you will not only find a teleporter but also a Plasma gun. This teleporter takes you directly to your next objective, the centre of an obelisk room. By standing in this place you gain a blue orb and activate a secret panel that gives way to the next teleporter. This teleporter is on the outer wall of the obelisk. There are imps, Cacodemons and red demons in this sector so take care.

Zap yourself via the teleporter to the last stage. You find yourself starting at a moving wall of blood soaked skulls. No time to be squeamish though, as a red demon runs at you from the right. Just around the corner is a fiery bit, a blue orb set high in the near wall and an equally unreachable exit door in the opposite wall. There are two teleporters in the lava pit as well. Jump into it and head for the one nearest the exit

immediately and you will arrive at the exit room. This time you can use the walkway to get to the exit door. Behind the door there are some imps so have a gun at the ready. Once inside, the black exit door slams behind you. Open it and you will notice the walkway has extended to reach the blue orb, if you need it.

Level 13

You are in a small room with a wide wooden door. Open the door and blast the ex-human sergeant on the other side. You can catch the demons through the window high in front of you too if you are skilled. Imps roam nearby but many are hidden in secret corridors to the immediate left and right. A shotgun is tucked behind the right pillar. There is an exit to the left that curls around the present room up some stairs. To the left is a door that allows you to grab some green armour and ammo.

door on the left. Just before you enter it, whilst on the small stone step, turn to face the skull image-switch. Activate it and a walkway rises out from the burning lava pit.

Now enter the teleporter and pop up in the obelisk again. Step back into the teleporter

Straight ahead is the central room. This is jam packed with every nasty Hell can throw at you. In here are lost souls, imps, demons, sergeants and troops and on top of a pillar that lowers when you approach is a Baron from hell...Gulp! If all this was not enough to make you scream with horror, a Cacodemon pops up through the right window.

On the other pillar that lowers when you near it is a Gatling Gun. The rewards are fairly fruitful if you survive the onslaught. You can grab a monitor, medicine, armour, guns and ammo. Behind the Cube pillar, with the face of the baron etched on it, there is a switch in the guise of a skull. Hit the switch and you emerge into a room with a door to the right and to the left. The door on the left is full of baddies, so be ready when the door rises. Open the right door, go up and turn to the left. Three lost souls need to be taken out. There are two doors available to you, one on the left wall and one on the right. Note this position as you should return back here later.

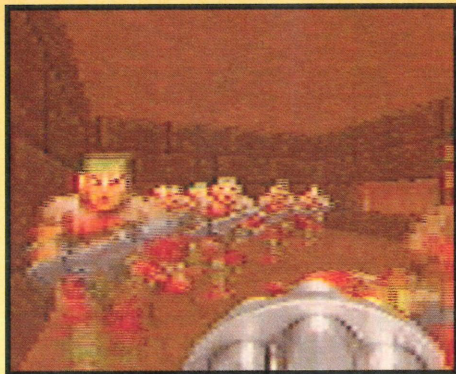
Open the door on the right. The walls become a cold light green shade. Up the

passage there is an opening in the roof to the right. Try not to step under this as you may have something unpleasant dropped on your head. To the left is a small corridor, with two big pillars holding the roof up and two doors on the left wall leading to the same room.

In here is a demon and a lost soul. It's good to wipe out foe, even if there is nothing to collect afterwards, as otherwise they have a habit of sneaking up behind you. Go back to the main passage near the opening in the ceiling. Carry on up until you arrive in another room. A pair of unfriendly imps growl at you but a bullet or five will see an end to that. There are some windows full of human skulls but this is only decoration. Investigate around the corners to find a medi-kit. Now focus on escaping the level.

Return to the junction where you challenged the three flying skulls or lost souls. Now take the other door. Go up the staircase and hope you have a lot of firepower on you. When you walk into the next room you will be charged by a whole army of men. Blow them away with a major weapon. Pick up the bounty they leave in their wake and head for the door at the opposite end of the room. Expect a demon to take a bite at you on the other side. Carry on up the tunnel and open the door on the left. Sergeants with guns and lost souls dominate the scene. Don't venture beyond the doorway itself on the attack or they may get you from the rear. Go up and to the left, opening the skull switch. An Imp may greet you. Move right with care. The wide room you see at the end of the path is flanked by two Cacodemons to the right and left. It will take a good degree of firepower to kill them and try not to get between them or you will have little chance of survival. After this final tough obstacle you can access the exit with little trouble. Take the right or left passage that the





demons were guarding and you will discover the exit door.

Level 14

Step out of your enclosure and take the rocket launcher and rocket. The door available to you hides a terrifying Cacodemon. If you use the rocket launcher, be careful not to be too close to the target when you pull the trigger. Behind the defeated carcass is a switch. When hit, a doorway opens in the room you began in. Through the opening and subsequent pathway you come across an open air section. There is a green canal directly in front of you. Run across to



the solid ground beyond the canal. Traverse the next canal too so you are in front of the switch to the left of an unobtainable Berserk Box. By activating the switch and taking the now reachable box, you open up another canal. It is on the left main wall and winds around into a gully to the right. You must scorch your feet a bit and run down here, taking a bit of a breather on the little island to replenish your all-important health.

Eventually you reach a lever. Collect three medikits here, as you would have lost a bit of strength in the slime. Now go back to the one room you haven't been in yet, parallel to the exit you emerged into the slime canal from. In here a new route is now open to you. Surprisingly, the exit door is straight ahead, but you need a blue key to get out. Open the door on the right of the exit. There are three bad

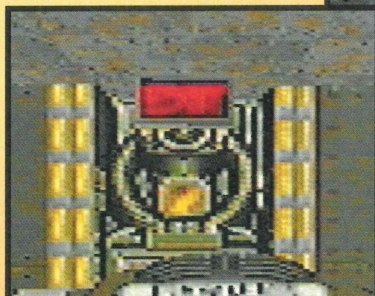
guys here, shooting at you. They are easy to kill.

Walk past the ripped apart remains and you notice two passages in the left wall. Go down the first one and to the left where you can pick up the blue key card and some shells. As soon as you have the key, turn about face to see a door open in the passage releasing several red demons. Kill them and turn to the opposite wall to the one behind the blue key. This wall is darker than the others. You can open it and collect a useful chainsaw. Make your way to the next passage along and press the switch there. Now progress up the main walkway and see two wide entrances to a dark, menacing and sinister lair.

Cautiously enter and take on a demon that comes from the left. If you go to the left and investigate the little hiding place in the wall you will find a backpack. Demons hide behind the pillars and walls so go very carefully. To the left side and up is a Cacodemon as well. To the right of this sector you may find blue armour, along with various ammunition and healing power-ups.

There is also a door to the right of this level. This door leads to a courtyard. The red angry sky is only blocked out now and again by the overhanging slabs spanning the rostra. Hiding in the shadows of these slabs are marines and imps. Straight ahead and to the left is Plasma rifle. When you grab it you open up a door behind you around the corner, which in turn lets out another horde of rampant enemies.

In the lair now exposed is a monitor. Leave this arena and returning to the main corridor. The next door up leads you to what looks like a teleporting room, with two of these devices opposite each other, but unfortunately you cannot climb up to them and instead only have a battle with a Cacodemon that attacks you for your troubles. Go to either



DIFFICULTY SETTINGS

Remember, during the game the amount of enemies you face changes depending on the difficulty level selected. Throughout this solution the SEGA XS Marine used the *Hurt Me Plenty* setting. That's because we're rock 'ard mate and anyone who thinks different should come and 'ave a go if they think they're 'ard enough!

of the next doors along, which both lead to the same corridor. There are mad marines everywhere and if you go through the right passage by mistake, you will have a demon to contend with as well.

Continue up to find a room that has seven compartments coming off it, and in the centre of the room is green armour, a medikit and most importantly the yellow card key. It looks all too easy to just go up and grab them without trouble, but beware there are loads of monsters here. Run over the table they rest on and into the compartment directly behind the table. Turn around and ward off the Cacodemon and lost souls that have just been let loose from the left and right compartments. Now return to the exit doors to leave.

Beware of more red demons in the silvery corridor as they have been quietly waiting for your return, in a hidden secret room.

Level 15

Open the wood door. Shoot the Cacodemon and the marine sergeant. Open the nearest door on your right. Deal with the demons and then go down the stairs. On your right is an opening in the wall. The opening leads to a raised ledge, like a catwalk, which trails into a room full





of fire breathing imps. At the end of this cat-walk lies the yellow key which you must pick up. On your way back to the main passage grab the Plasma gun on the stairs. When you are back on track turn the corner and face imps, demons and worst of all, a Baron of hell. They guard a green orb which, when in your possession makes you invulnerable for a short but welcome time.

On your way to get it you may come under attack from the right passage. Down here is room with two big wood pillars, which demons and imps use for cover. In the wall to your right is a secret room that contains a chainsaw, two helmets and a monitor. Go back to where you picked up

the green orb and go through to the next room. There is an upside down cross of skulls on the wall, a sacrificial lava pit in the floor and high up on ledges in the walls are imps raining fireballs on you. On the floor are medikits, a rocket and ammo. Go through the door near where you came in, follow the path to the left and pop up at a long open roofed section with two exits on the right. The nearest one has little com-

partments around its border, just big enough to stand in, but there is ooze on the floor of these chambers.

A rocket launcher can be had in the chamber on the near right as you enter. If you stand in the chamber directly in front of you when you enter the room you will be teleported to a lava filled room protected by two demons, but if you hit the skull switch you can grab some blue armour. The next room along has the exit in it. It is high in a wall over a pool of toxic waste. To the left is a door that can only be opened with the red key. Straight on is a wood door which you should go through. To the right is a long passage, with glass tanks full of human remains. A wall divides the end of the passage into left and right compartments. In the left compartment is ammo and potion and in the right side is medicine.

Turn to face the way you have just come and open the yellow door on the left. There are two doorways. The first is a room containing a medikit and a clip. Imps guard the room on



TOP TACTIX

— Always use cover. You can lull the baddies over to you by poking your head out into the open so they run at you. When they do this retreat back around the corner, behind a wall or somewhere where they cannot hit you. As soon as they pop their heads around the corner, you can blow them away at close range.

— Every switch opens or operates a door or a platform and sometimes you must retreat to cover old ground to discover where the new opening has appeared.

— Always shoot the green barrels if they are near your opponents. It's a sure-fire way to blow them to pieces with no danger to your Marine. Although always remember to keep your distance to avoid any shrapnel.

high ledges. The next doorway leads to a courtyard. In the middle of the room is a pillar and on top is the red key card. Go through the smaller room in the back wall and hit the skull switch in here. The pillar now lowers and leaves you to get the key.

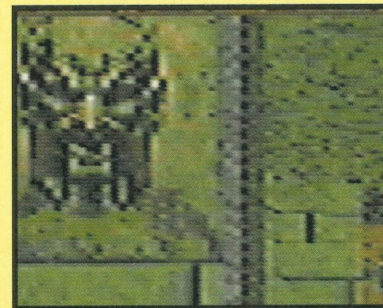
Return to where the exit is. Open the red door and hit the skull switch inside. Another skull switch is unveiled so hit this too. The last fight is with a Cacodemon who has just been released. After the fight you will observe that a bridge has risen from the slime allowing you to reach the exit to the final level.

Level 16

You may only reach this level the hard way. It cannot be reached by starting on level 15 or by using all of the cheats.

You appear smack in the middle of Hell's worst nightmare. You are surrounded by a good many Barons from Hell all throwing green fire at you. The area around you is a large clearing. The only notable feature is that around the outside wall are big geometric rooms, seven in all. In each room is a weapon, and weapons are what you need! Run for either the rocket launcher, chain gun or Plasma rifle. With these you may just have a fighting chance.

If you come out on top, there will be a lot of intestines underfoot, half



hanging from the torsos of the dead beasts you have slaughtered. Go toward the only door in the area. Make sure you are prepared for round two. Behind this door are eight Cacodemons, as well as medikits, boxes of ammo and a monitor. A blue sphere lies in the very centre of the room. The room itself is cross shaped and so there are walls the Cacodemon can use for cover. Be careful as you enter this room, as there are a pair of these one eyed monsters either side of the near wall. Go to the back of the room and there is a secret door you can open between the two figure heads. In the next room are three doors. There is a switch on the immediate left as you enter. Hit this and the blue door opens to reveal a red key. Open the red door to reach the yellow key. Open the yellow door to reveal a teleporter, which is in fact, your exit. You have escaped this hell hole and can give yourself a big pat on the back.

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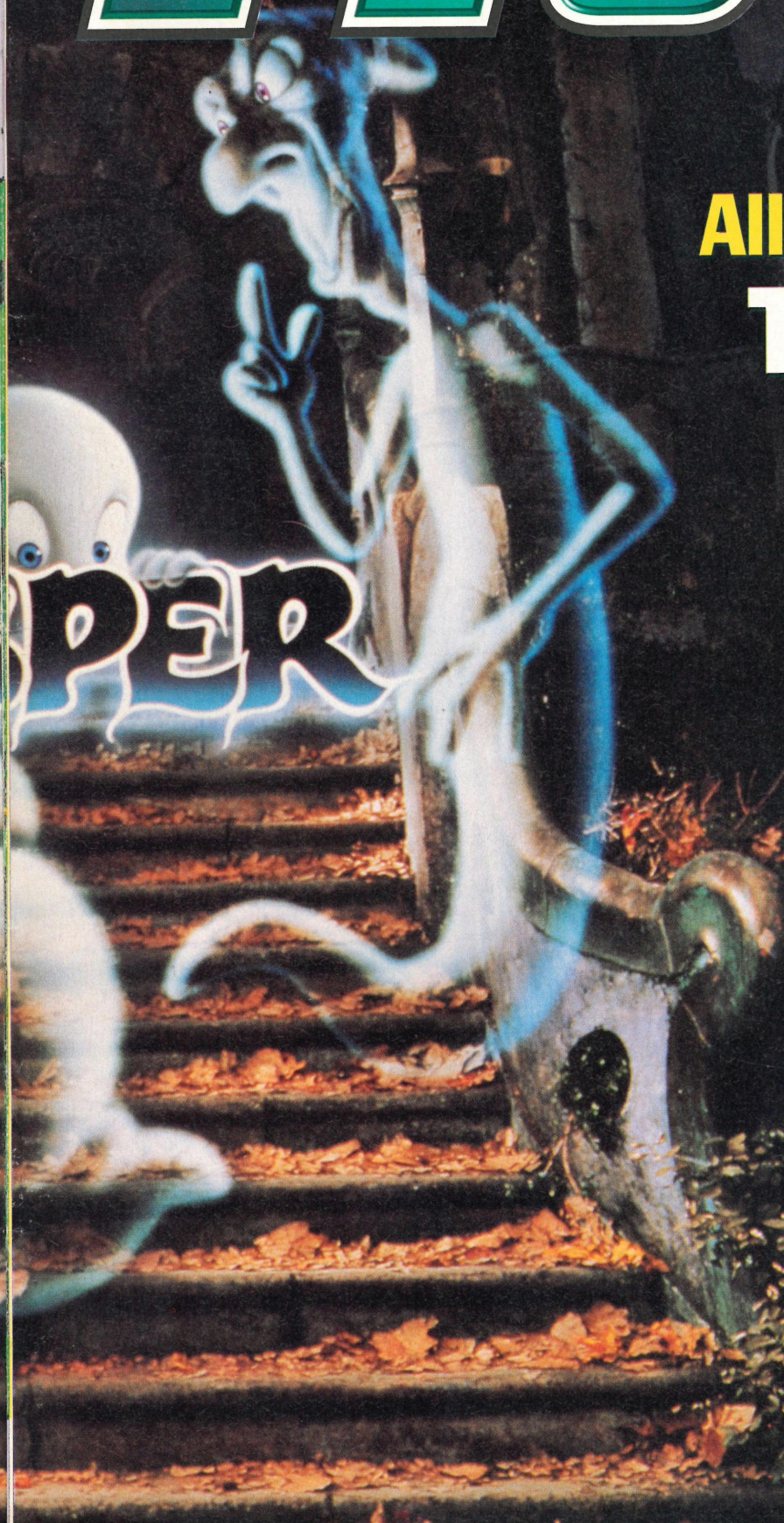
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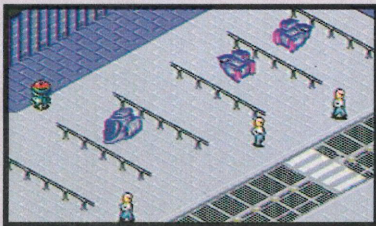
LEVEL GUIDE

Western Europe

There is an enemy agent under the roof of the building Southwest of your starting position. The other agent will have to be located through exploration. It's best to persuade these two agents, rather than try anything else.

Scandinavia

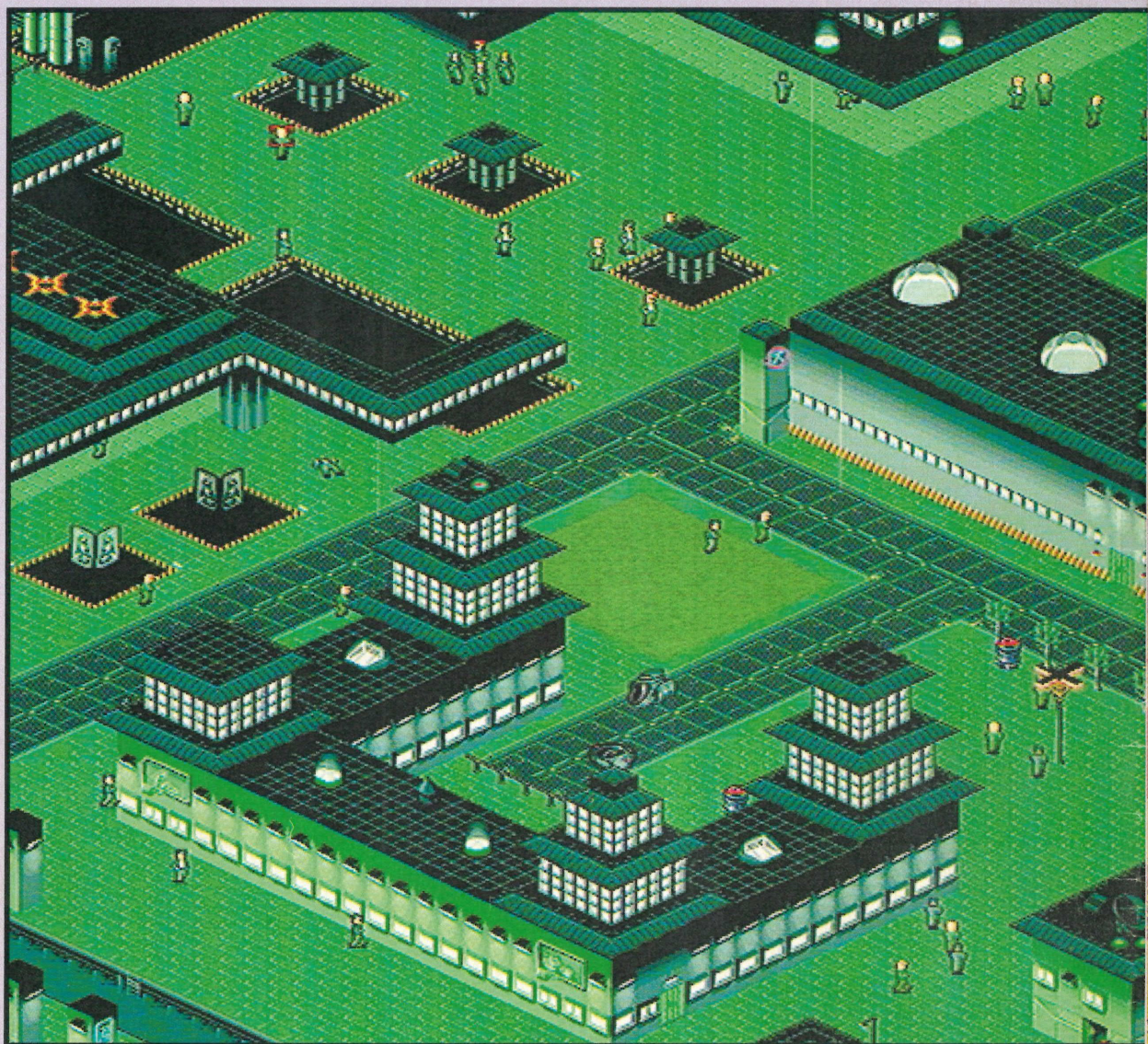
This is a rescue mission. The first person is on the roof on the left hand side. To reach him go through a small passage guarded by two guards. The next three people are scattered randomly about the level. One of them will pop up in the room at the top left corner, accessible via a passageway further up the wall you found in the previous passageway.



The world of Syndicate starts is where the world of order ended. After an unprecedented rise in organised crime and the failure of society to cope, crime syndicates fill the power vacuum. They are not elected leaders, but rule through their strength and menace, controlling the lives of people through fear.

The CHIP has become the high tech addiction of the age. It's inserted in the neck and gives the user hope by numbing the senses, a sort of Special Brew of the future. In the game you're the Syndicate executive, trying to establish yourself in the world of crime. Control your men via the CHIP implants and gradually build them up and make them into superhuman cyborg slaves. With their power to inflict harm and carry out mission objectives, you can take over the entire world.

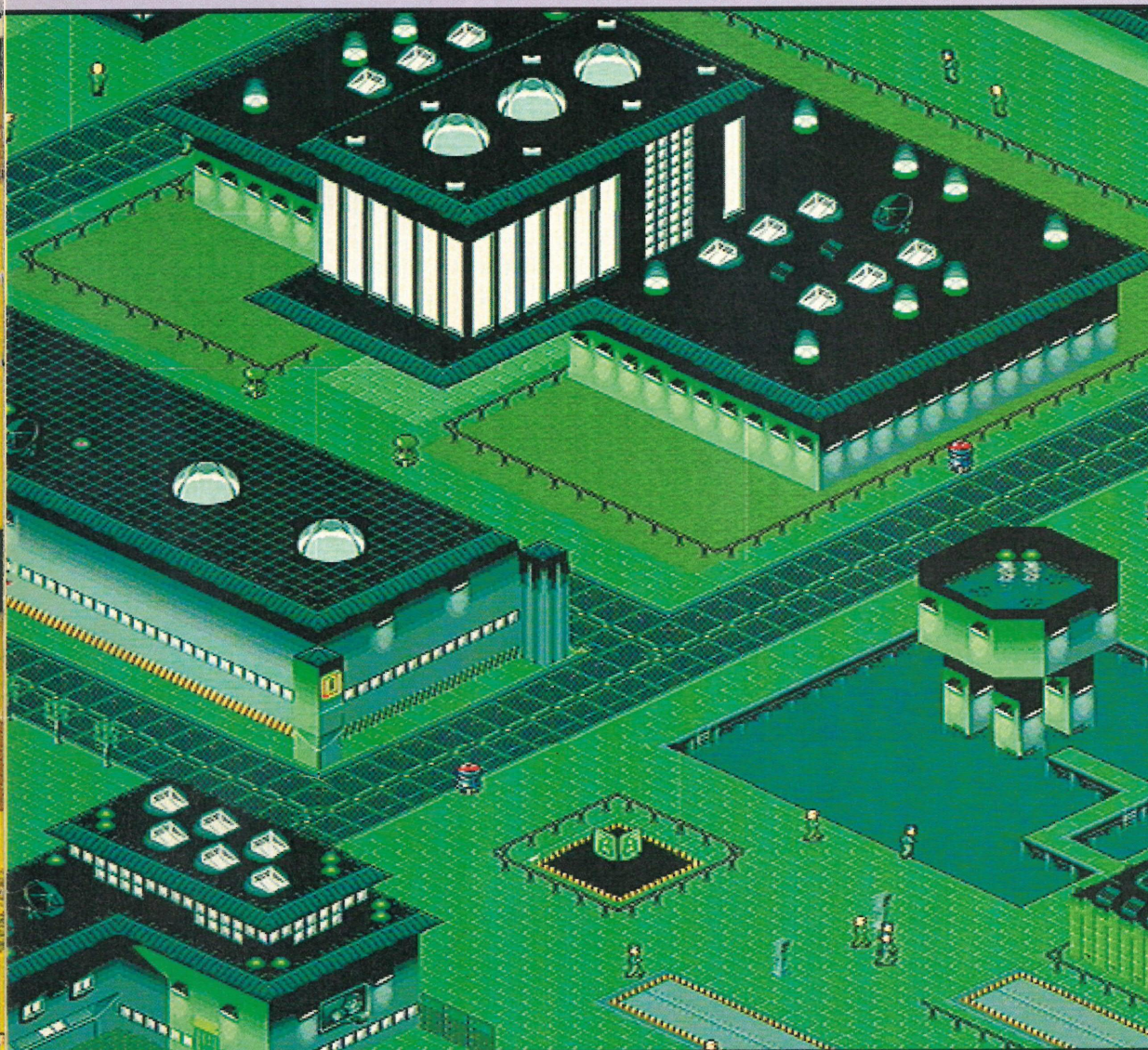
Not unknown to take on the entire world, is the SEGA XS syndicate. Not quite cyborgs yet, but definitely working on it, the team gives you the ultimate low-down on how ruling the world is achieved. In the following pages are eight glorious levels, fully mapped for your pleasure, and a level-by-level guide through this classic conversion.



MEGA
DRIVE

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SYNDICATE



The last guy is in a small passage at the bottom right of the level but be careful, as there is a police ambush waiting at the entrance to this passage.

Central Europe

It's possible to get some new agents here with modifications. Group your agents together and Panic them. Jump into the car, drive it up to the gateway and get out, leaving it parked. There is a reason for this which will be explained later. Go to the right. Don't shoot the enemy



agents unless it's essential. At the L shaped building on the far right select your Persuadatron and enter the building to persuade the target man.

Leave the building through the top door. The man you've persuaded

must be following you. Backtrack to where you started. Now close the gates by the moving the car. This person should now be locked in the compound at the top left. Now complete the mission any way you



please with the car, either killing civilians or persuading them. If you have a Version One brain you can persuade the enemy agents!

Eastern Europe

No need to dwell on this level and you can complete it without hardly raising your gun. Run to the bottom right along the road to arrive at the back of an inverted L shaped building. Go around the lower corner and run up to the person you have to persuade, utilising your Persuadatron. After the person is persuaded, run back to the exit point. Be careful of the police waiting near the evacuation point; as they are hiding behind the wall.

Urals

Go up the road on the left. Kill the two guards and get in the car. Drive up the road to the gates, wasting any guards that get in your way. Once again, keep the car parked between the gates so they're kept open. The person you're looking to persuade is most likely in the room at the bottom left inside the compound, or somewhere very nearby.

Kill all the guards. There will be some outside the compound unless you shot them all before you entered. Take the object from the small square building near the top left. You will locate a flame thrower on this level in the large building in the

GENERAL TIPS

Follow the direction of the outwardly pulsing line on the scanner to reach your next objective.

Equip your cyborgs with Persuadetrans and Mark Version One brains at the beginning of the game.

Stay in Panic Mode during the gameplay so you are always ready for a fight.

When your agents are not in use, make them sleep to boost their vital energy levels.

When evacuating your agents from an area make sure you are in Group Mode so they all go around together.

Shoot cars once to make the driver leave it and run off. When you are driving you can still shoot if in

Panic Mode.

Pick up weapons that are dropped by enforcers and droids, to upgrade your own weapon supplies.

With your Persuadatron you can recruit people to join your force. Although you are only allowed four at any time, you can build up a good reserve if any of your gang are bumped off. Think of these reserves as extra continues.



extreme top left. Evacuate by going out through the gates. For speed, take a car. Be careful not to run over your persuaded man. You will find the exit point at the extreme bottom left and you can drive all the way

there.

Kazakhstan

Armed with at least one mini-gun, run out into the open and fire. This makes it more difficult for the enemy

agents to hide. In the extreme bottom left is the person who has to be persuaded. The guy you must assassinate is hiding in a large compound with water in the centre, located at the bottom right. Shoot him and the mission is complete.

Mongolia

Both a target person to be shot and a guy that must be persuaded are situated in the top right corner, so be careful not to get them confused. Head down the East road and come back the same way to the evacuation point, near where you started.

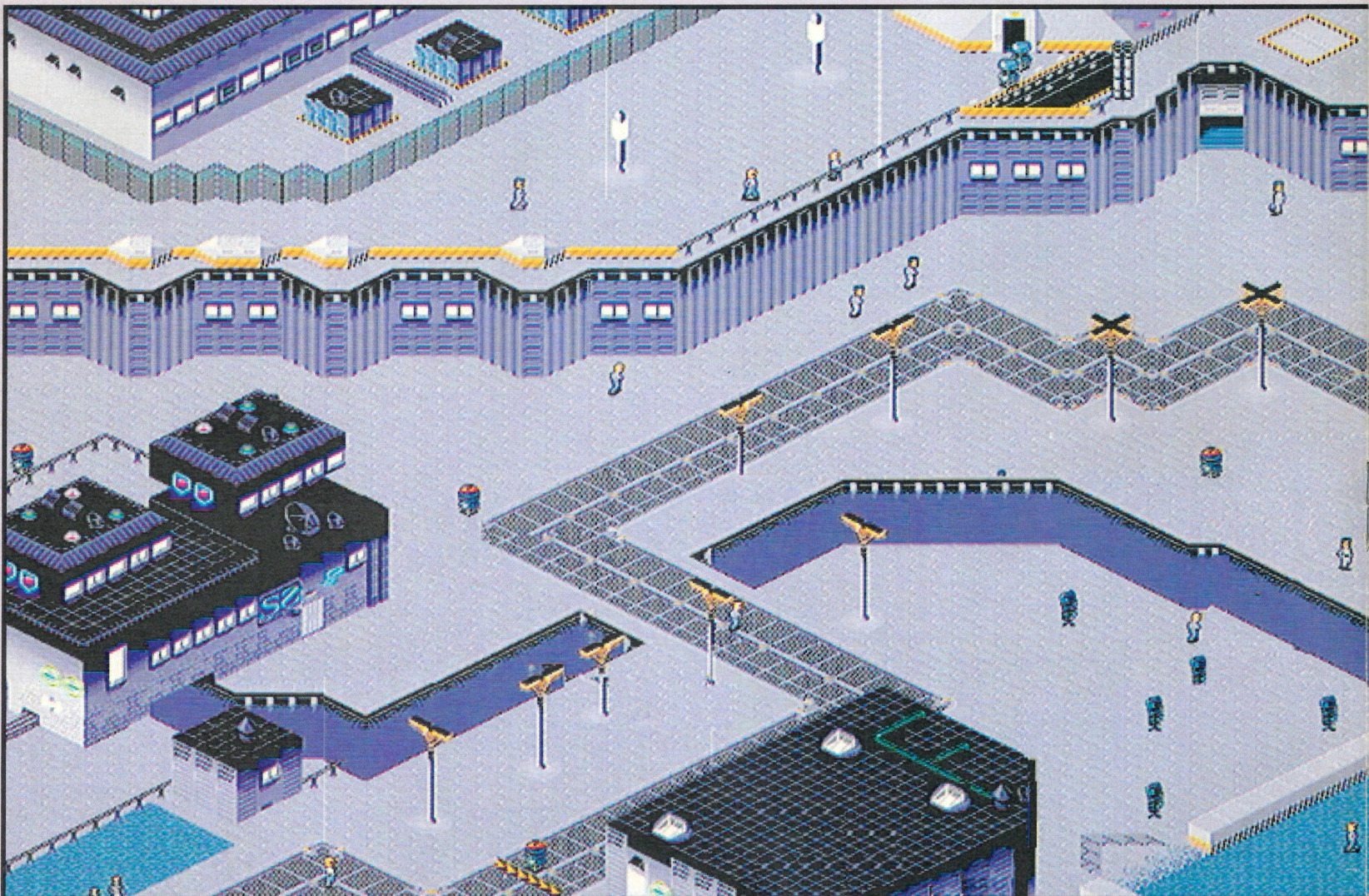
Siberia

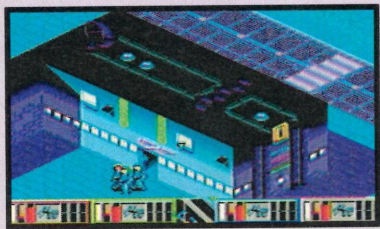
Run right, along the road until you arrive at a busy town square. Here you should bump into the first two people you have to persuade. The second person is by the building to the far corner in the South East or bottom right. Watch out for enemy agents around here, who are so

vicious in their attacks they will not flinch at blowing away any wandering civilians as well.

Kamchatka

Get to the car parked at the bottom left of the road. Drive it to the gates up to the top left of the area. Leave the car parked between the gates. Enemy agents converge on you. Be sure to be heavily armed as you commence battle. After the conflict, continue along the road until you reach the part of it concealed behind the top tower of the large building. There is another car here which is essential to get into the main gates.





Park the car in the gateway. Go on foot to the smallish rectangular building and pick up some weapons in the centre of the compound and from the small building under the passage to the right. Guards will attack you here so be prepared. To evacuate go back to where you left the first car you drove, up to the top left. If you want to pick up a Gauss gun, there is one in the small rectangular building.

China

Head in a diagonal direction to the bottom right. Don't bother with the car. There is a man here who has to be shot. He'll be in the right half of the

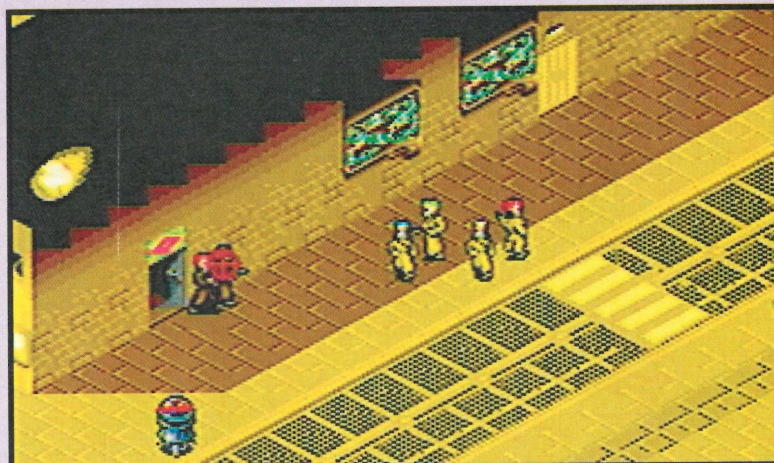
two adjoining buildings or running about nearby. When you have pumped him full of lead take the object from the other room. Return to where you started to finish the level. If you feel like a leisurely drive, jump in the car and drive back. A word of warning, the enemy are not your run of the mill slow bad guys on this level and are tricky to catch out.

Far East

Up at the top of the level is the first enemy agent you must kill. The next two men your scanner tracks must be persuaded. The first will be in the large blue town square and the other one is in the top left area. Now take a weapon from the small square building at the bottom of the level. The evacuate zone is in the top right corner of the screen.

Iran

You must persuade two people in this place. Ensure they are not shot by



police. Start the mission with an agent in the green slot. The two characters whom you need to persuade are near the green agent. Exit at the top right hand side. A mini-pistol totting enemy agent lingers around here, so be careful.

India

Your primary objective is to kill all the agents. They are crawling all over the level, so wander around until you have finished them all off. If you don't feel like moving don't worry, they are sure to find you! Make sure you have enough firepower to cope with the slaughter. The secondary objective is to grab the weapon in the building with the round skylight at the middle bottom of the level. Evacuate by running to the top left hand side of the zone before changing direction to get to the top right corner.

Pacific Rim

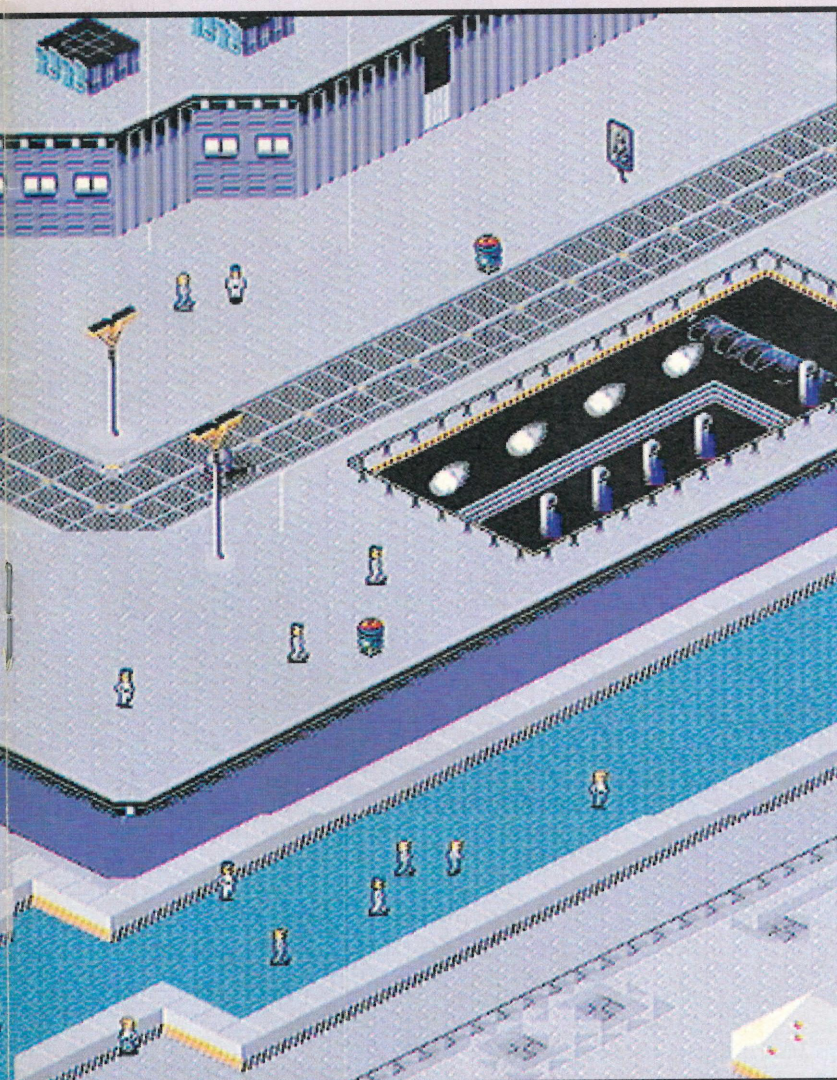
Head for the open space to the right. You must be well armed. Shoot all the enemy in this area. There is a lack of cover for the enemy, which makes your job easier than usual.

Indonesia

For now ignore the agent that you should eventually persuade. Run down and do a wide U turn around the level, killing the bad guys you meet on the way. Any other tactic will end with the enemy agents knocking off the people you need to persuade before you can reach them. There are four people you need to persuade in all. Three of them will be pacing around the middle of the level. The other man is under a square construction held up with four pillars in the same space. When you have to evacuate, go to the top left.

Iraq

A person needs persuading in a building in the top left. In the top right

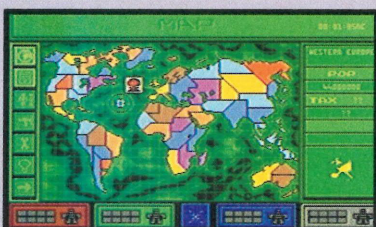




is a big bunker type building. This is the evacuation point. You may be shot trying to get in so be ready for some big trouble.

Libya

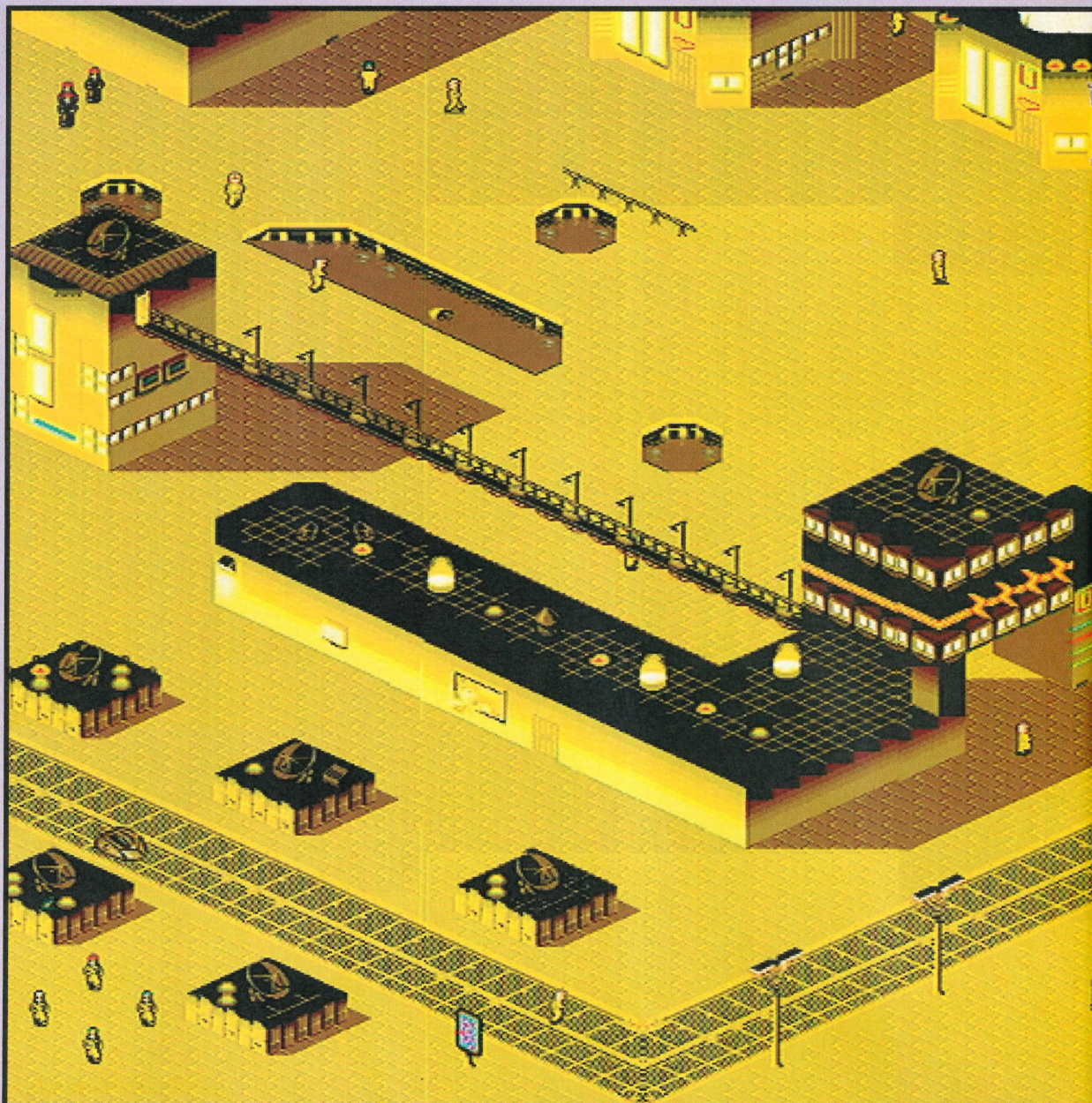
Kill all the enforcers. They are scattered about the level. The evacuation point is in the bottom right corner.



Sudan

A mixture of executions and persuasive powers in this level. Firstly, comes the executions. Go to the second nearest building and assassinate the agent here. The next target is close by, either in or just outside the building, to the top right. When he is dead, go to the far left. The next man is standing near some telephone booths. Kill him. He was the last of the designated victims.

Go to the right of the place you shot the last man and persuade the man in the small rectangular building. To evacuate, go to the top left, just past the phone booths.



Zaire

Walk down the road. Down and to

the left of the end of this road is a building with a yard. Enter the building and shoot the man. The next target is probably in the bottom left of the level. The third person you should shoot may be using the car you will soon need yourself. Shoot the car to get him out but be careful. You don't want to blow the car up in the process of trying to get your man. The evacuation point is in the top right where you began this level. Take the car up there and exit pronto.

start next to, going down and to the right. The person you're seeking to persuade is in the top right corner. The exit is just below the top right.

Mozambique

There are four people to persuade on this level. They are randomly dispersed so walk around until you find them. When they are all persuaded go to evacuate through a gate in the

Kenya

Do not head straight for the guy you need to persuade or he will be shot. Keep your distance from him until you have blown away the enemy agents and droids. Try taking the road you





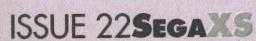
Nigeria

armed with Gauss guns. These will cause the most havoc among your men if you are not quick enough. This level is basically a tooth and nail battle to the death. If you are not the one to die then the exit is to the bottom right. Try your hardest.

Algeria

Now is time to split your agents up. Take one agent down and into the fenced off area with the bunker-type

the level. In the L shaped building, kill the enemy agent. The exit point is above this building.





Arabia

Kill all the civilians. Take the suitcase from the building in the top right of the level. There is another suitcase you should grab from the building at the top left of the screen. You will now have completed the mission.

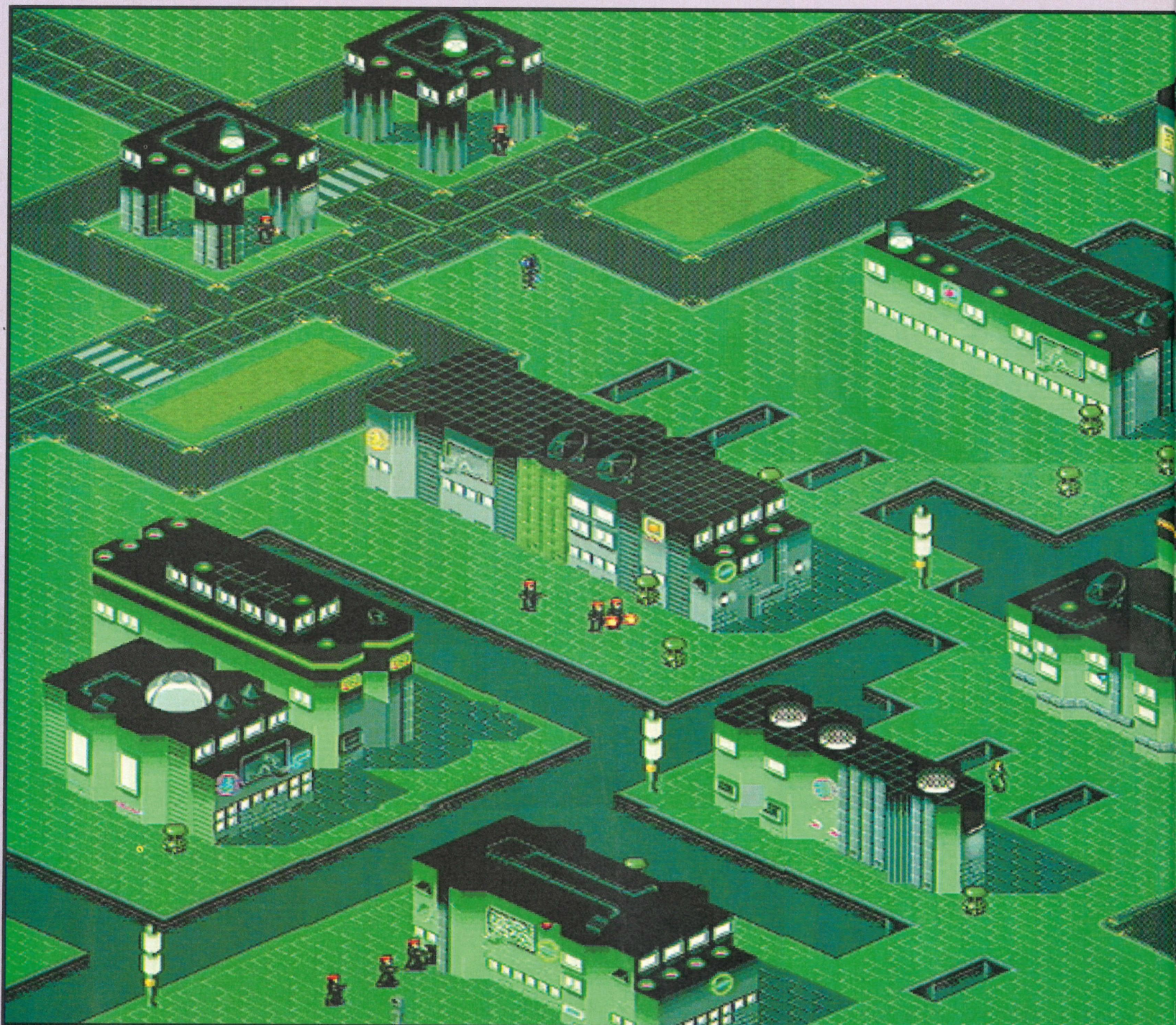
Mauritania

Hunt down the guards scattered about the level. Find the person you have to persuade, most likely some-

where to the left of the level. The evacuation point is down at the bottom right of the level.

South Africa

There is a long slim building just above where you start. Go up and around the left hand side. The very first victim is in the clearing above this building. The second will be near the water on the right. Kill the two agents you find quickly or you will fail. When these two are dead, locate and destroy all the enemy agents.



They are spread all over the place. The exit is in the top right.

New Foundland

You begin with one guy stationed in the centre of the level, hidden from your view by the roof of a passage. Go right and fire to see through the doors at the agents and enforcers. They are mulling around a room with the letter H on the floor. You will come under heavy attack from every angle, so it is wise to be heavily armed at this stage.

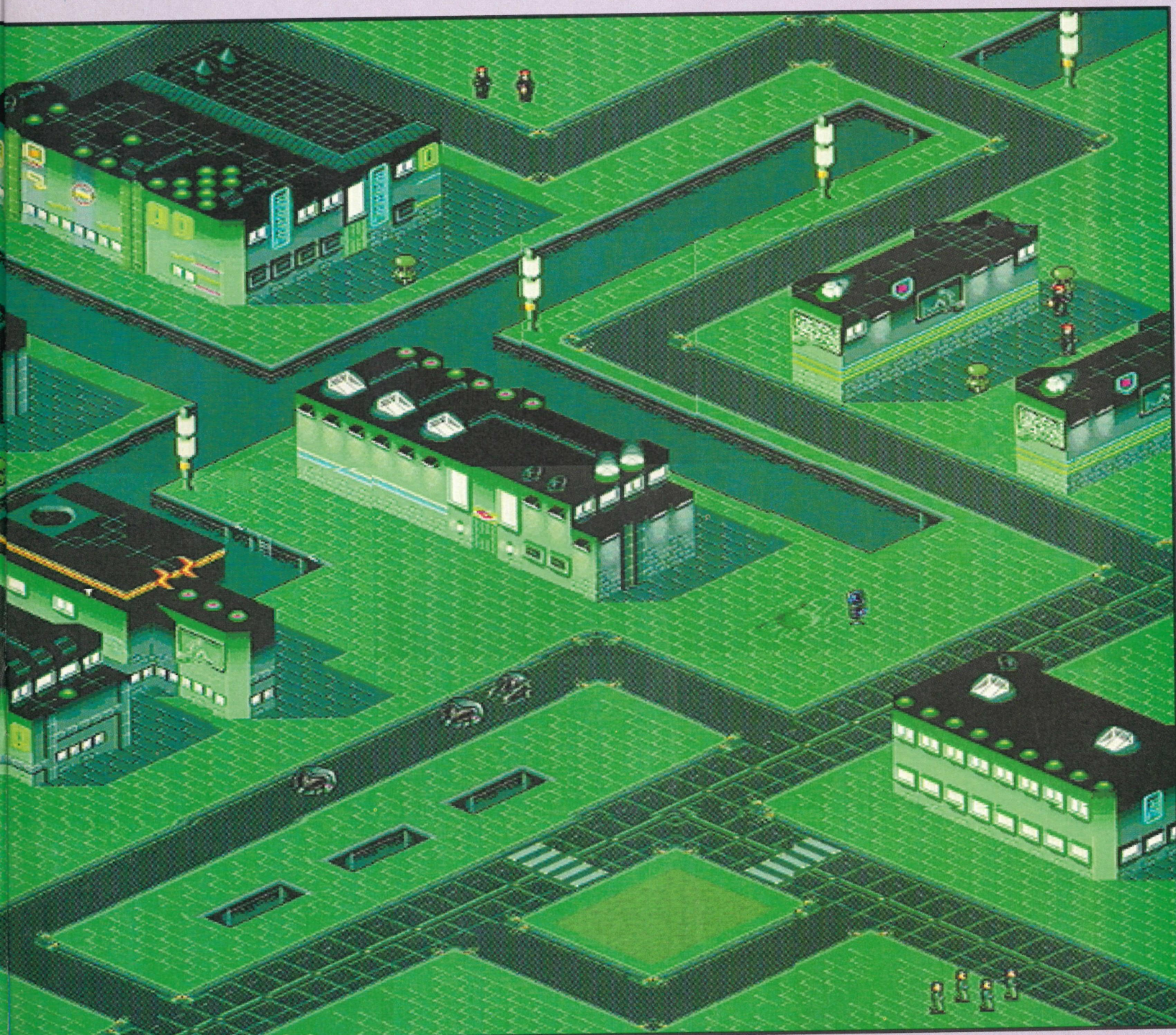


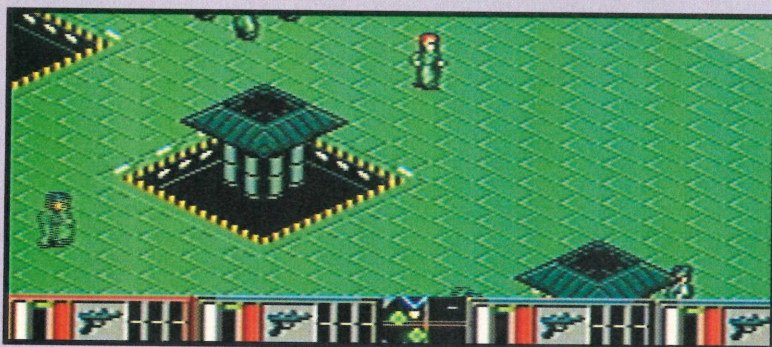
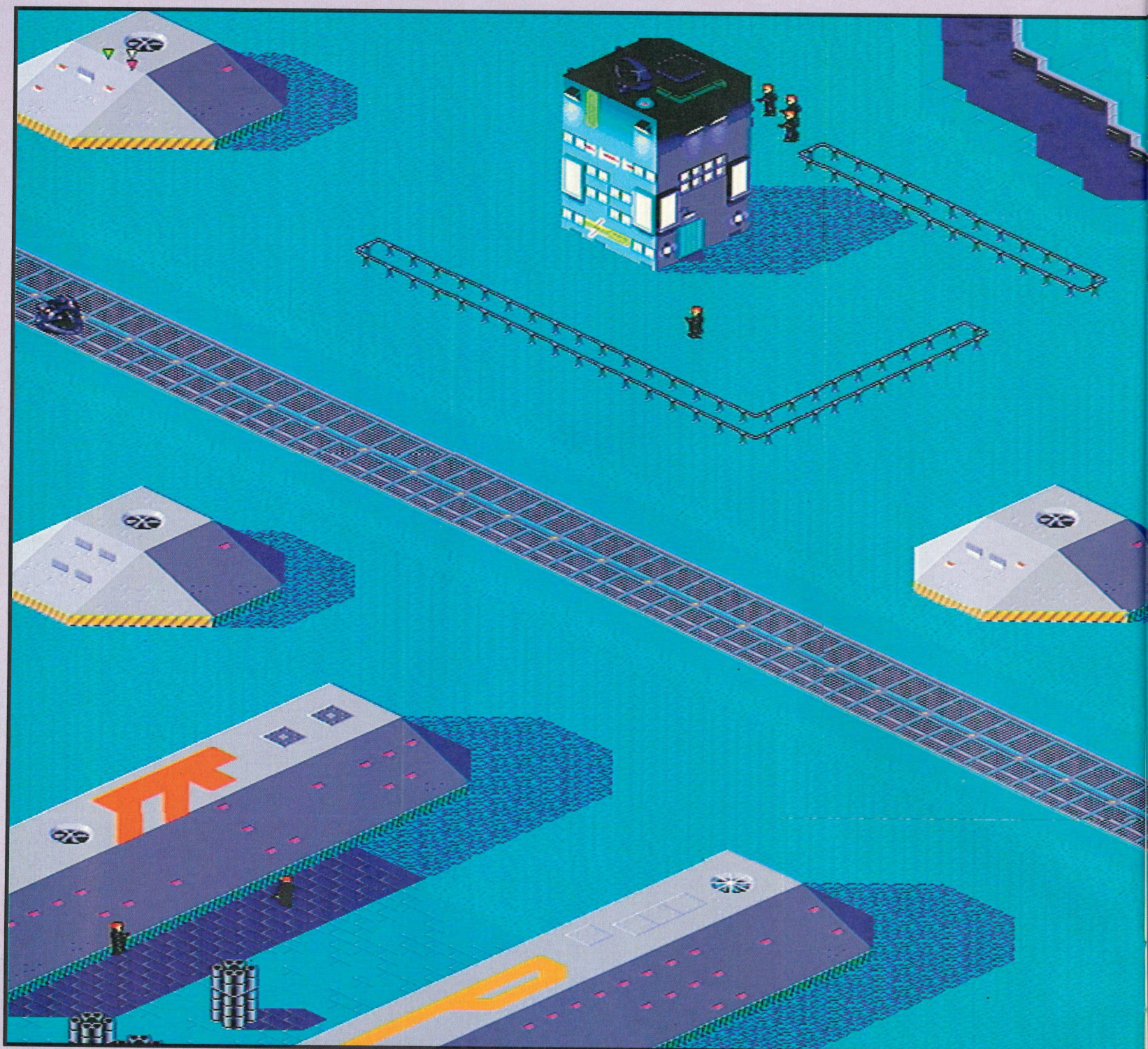
There is a door to the right leading to a courtyard. If the man you're using dies, you have to reach the same spot as your initial man, starting from all

the way up the level. Group your men, go left through the opening in the glass wall. Watch out for attack from the right and below. Go right through the hidden gap and then head upwards.

In the right wall is a doorway into the passage. You can see it on the scanner. Head down to the place your first man was and fire on everyone. Again, lower down to the right is a doorway into an open courtyard. There will be another agent across the water

channel to the left. Cross it via a building bridging it and then cross another small bridge to enter the squat tower with neon signs on it to kill this agent. Evacuate in the open





room with the H in it, via the passage-ways you last used.

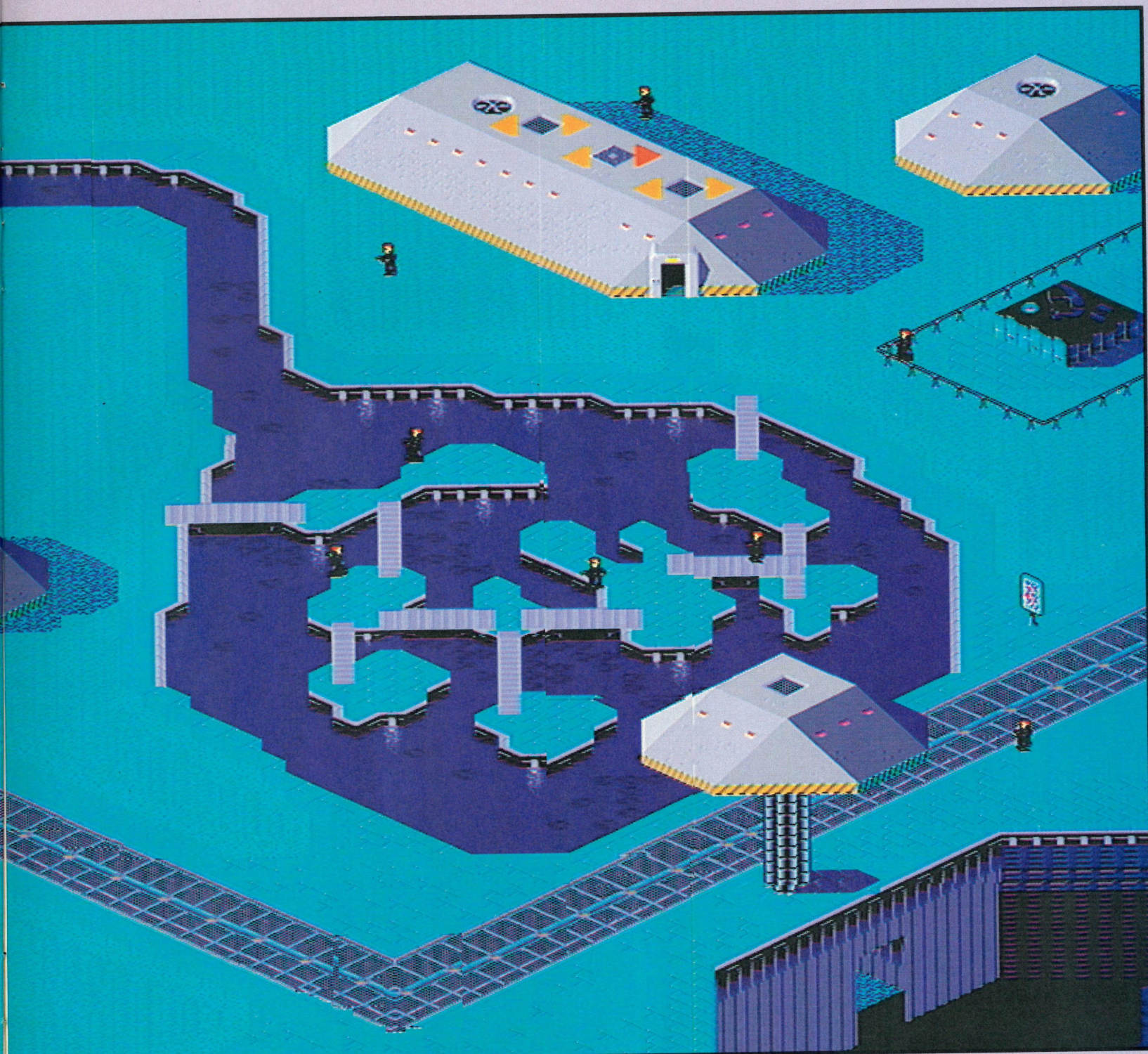
New England

Head down to the left and cross the road to the left. Kill the enforcers. There are a fair number of them armed to the teeth and as nasty as hell. There are two long thin bunkers here. The top bunker contains the object you are hunting but be careful

of the guards that surround it. Evacuate to the right, where there is a group of small islands linked by long straight platforms.

Alaska

Rescue a communications expert. Go Southward to the square building at the bottom left. Enter with Persuadetrons on. As you enter and leave the building you will be



attacked from below and the right by hoards of men. Evacuate to the right.

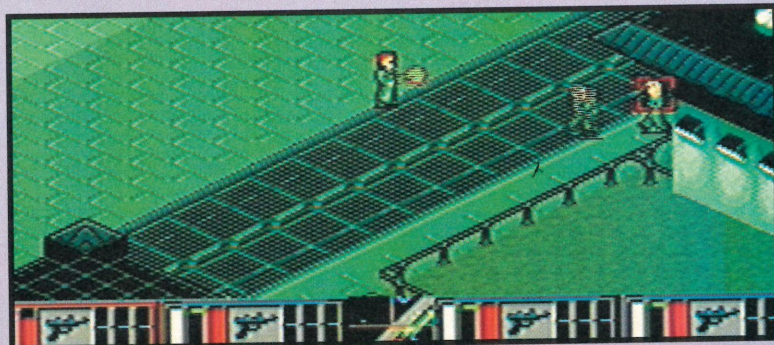
Southern States

Start at the far right. Go left and shoot the enforcers and droids. This is a mission of pure elimination. To the mid-left there are the specific agents you are looking for in a very wide sprawled bunker. Go to the four parked cars at the top of the level to

complete the mission.

Mid West

Go up the road on the left to the big L shaped building. The area is swarming with droids. Go into the building and execute the victim. Leave the building and go right. Evacuate at the top flat bunker on the right, but careful of ambush on the way by well armed and well grumpy droids.





North West territories

Start on an island matrix joined by little bridges. You are under fire immediately from rival syndicates so defend. Go south East locate man. He is on an island with no bridges to reach it. If you have a long range weapon amongst you will have no trouble catching him but if not, it could be very tricky.

New South Wales

The first mission is to persuade the woman in the top left corner of the

level. Then return to assassinate a guy in the long building you began the mission next to (with the two fuzzy screens on the wall). He runs away if you mess around too much and you'll be forced to chase him. The evacuation point is back at the top left corner.



Atlantic Accelerator

The Accelerator is the most strategically vital power source in the world and you must gain control. There is one way you can go. Through the door in the building near to the start position. This leads to a subterranean maze of tunnels. This in effect means you will be playing this mission with the scanner as your eyes. The man you seek is usually in the top area of the level, aimlessly wandering about. Kill him and take the object he leaves (a key). Evacuate in the bottom right,

still underground and out of view.

Mexico

A leaky chemical plant contaminates clones. In true Syndicate fashion prevent further contamination by killing everybody. Start in the bottom left. A terrible onslaught from enforcers begins unless you're clever. To be clever, hide by the near side of the closest building. Enforcers pile in through the door, not seeing you. As they are all clumped together in a confined room you will now have no trouble standing in the doorway and blasting them to smithereens.

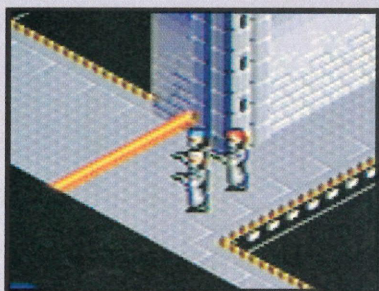
You need heavy guns to do a

clean professional job, so make sure you stay in Group mode. Follow the scanner signal down to a little bridge on the right. Kill the contaminated civilians. They are scattered around the level. Evacuate back to where you started at the bottom left.



PASSWORDS

- L2 - LXEVTZHG
- L3 - 7MMQC7863T
- L4 - CAG0VMMV0461
- L5 - FLD593G045W1K
- L6 - VHW7DK6001X0K
- L7 - 08Y7W26001XG3
- L8 - F4X93K6001XQB
- L9 - Z2BAAR6001XQ3
- L10 - 4XFAQB6001XQ7
- L11 - 3N3BP56001XQ5
- L12 - 1BWCL16001XQ5E
- L13 - 1H6D8W6001XQ5E
- L14 - E7ZEP06001XQ5EJ
- L15 - FW5FP16001XQ5EJ
- L16 - EBKFG66001XQ5EN6Q
- L17 - CMFKB16001XQ5EP7Q
- L18 - CJ8M7B6001XQ5EP7W
- L19 - C7XV8A6001XQ56Z6X
- L20 - CPDY436001XQ56Z6X
- L21 - A1XYWV6001XQ56Z4Z
- L22 - 8V5Z9F6001XQ56Z4ZC
- L23 - JV20MD6001XQ56FLZC
- L24 - KZV3DN6001Q567WZC
- L25 - TYK2Q26001XQ576WZC
- L26 - Q6934Z6001XQ576WZ4
- L27 - QB427X6001XQ576WZ4Q2
- L28 - 7J22GA6001XQ576WZ4W6
- L29 - ZJ78AT6001XQ576WZ4LE
- L30 - 18YBM66001XQ576WY5LE
- L31 - BX1C2N6001XQ576QT5LE
- L32 - TYKE8Y6001XQ5768A5LE
- L33 - R79EXB6000WQ5768A
- L34 - 72JG6E6000C85768A5LE
- L35 - 2AZKYM6000CC1768A5LE
- L36 - 27JMJZ6000CC13Z8A5LE
- L37 - MJGL1D6000CC1108A5LE
- L38 - XZ8RPN6000CC110025LE
- L39 - TQMTRV600044110025LE
- L40 - VJX26Z600044110025NC
- L41 - F3Y8E6000441100256W
- L42 - TLRZLK6000441100257X
- L43 -
- TVM28H60000011001100257X
- L44 - 2FR6DG6000001100077X
- L45 - 00L44V6000001100055X
- L46 - 30PA7N6000001100044X
- L47 - 32MKPZ6000001100000X
- L48 - 0P32TY6000001100000R
- L49 - 0ZA36Z60000011000009
- L50 - 0G510V60000011000001



Columbia

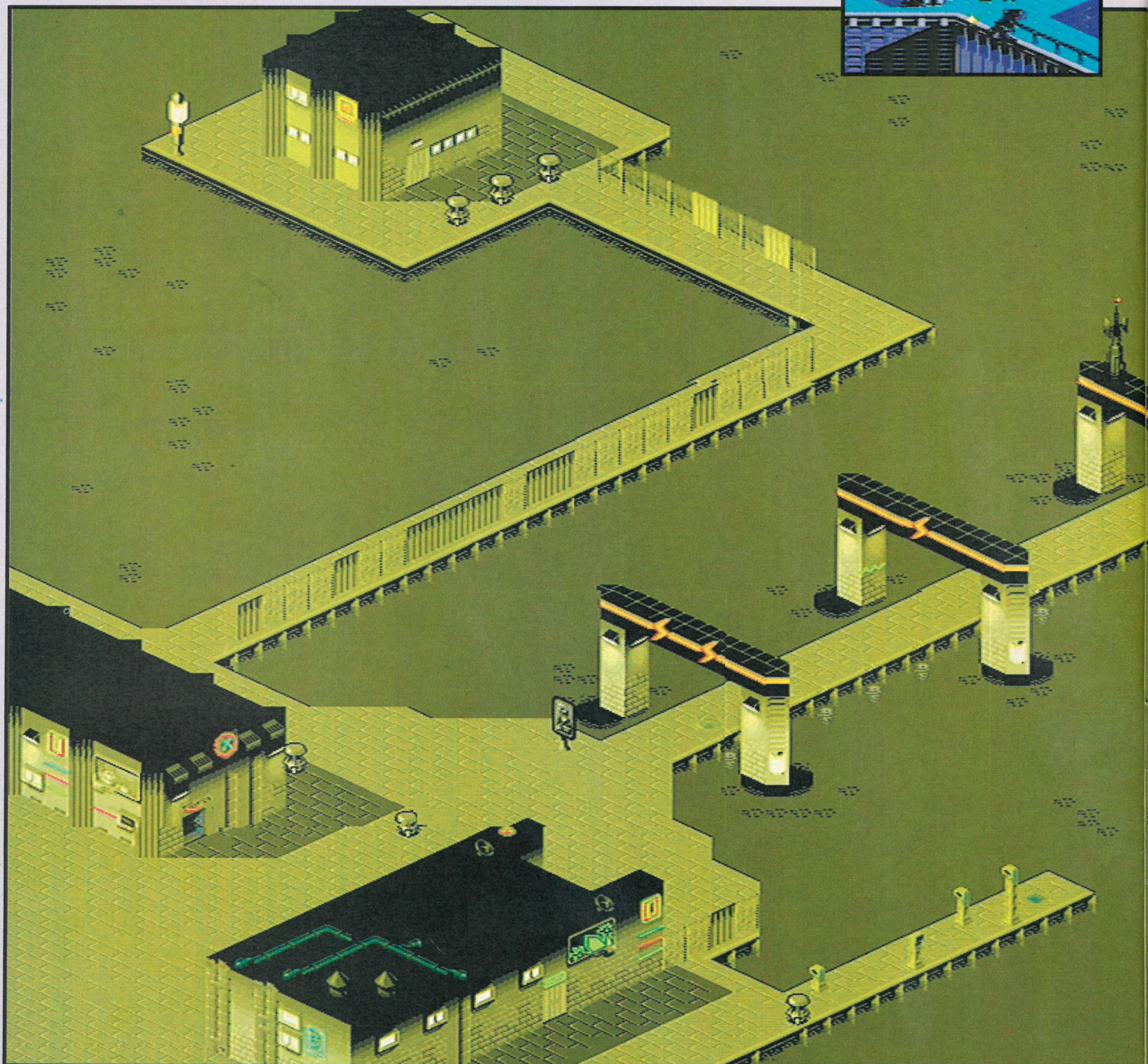
Your mission is to retrieve a utility belt with information about a covert operation. Head in a South East direction and enter a massive bunker. Watch the scanner carefully for the position of guards and obstacles. Make sure Group mode is on. After you have collected the weapon you are told to search for, assassi-

nate the relevant enforcers.

Head South for the first kill, back North West for the second in the brick floored area enclosure with three metal sheets on the ground. There are two more to be shot just above this spot. Go back East to get the last one, who's seeking refuge in the huge bunker. Evacuate to the West where the three metal sheets were inserted in the ground.

Nigeria

Begin at the bottom left. You're immediately set upon from below and



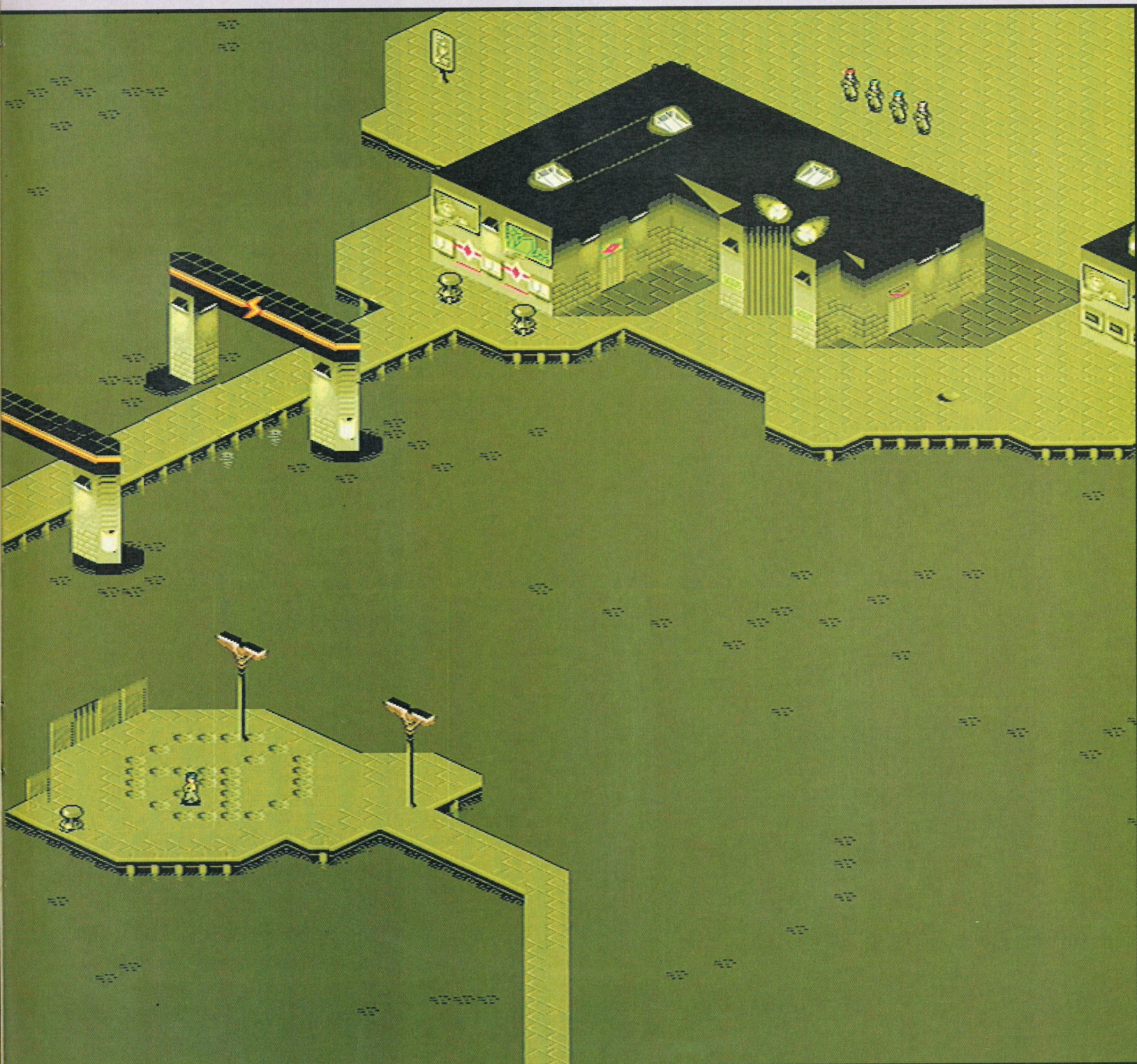
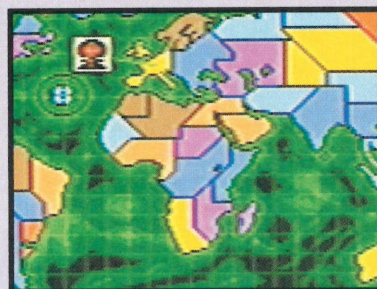
above. Use the building to the right as cover after you first kill the enemy attacking from below. The target man will be nearby, so trace him with the scanner. Go diagonally down and right to evacuate.

Peru

Start from the bottom right. You're instructed to find and take a weapon.

Go up to the highest bridge on the right side, crossing the river to go to the middle island. Go in the small but very tall building (a purple dot is on the near wall) and the weapon is here. There are some very tough guards here, so keep firing when you enter the building.

Now you have to assassinate someone. Go right, over the bridge, down and left, so you end up on the





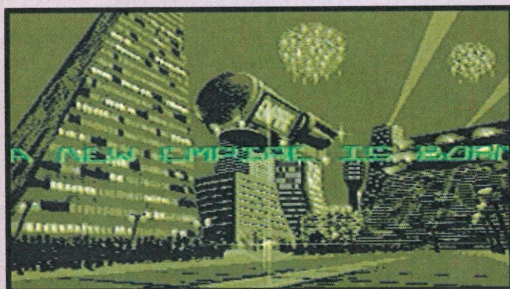
far left section. The first guy to be killed is here and the second also, a little further down below the first execution, obscured by a building.

You now must look for an object. Backtrack over the bridge and you see a building with many pentagonal columns on its walls. Enter the left side to gain the object. Now collect another weapon. Go back to the left over the little bridge, down to the bot-

tom of the level and into the L shaped building. Lastly, persuade a man at the mid-top of the level. Evacuate to the bottom left.

Venezuala

Start at the top right. Go right, across a causeway with overhanging sections. Up and left, over the higher causeway and when you reach the



building at the end of it, find your man and shoot him down. Return to the right half of the level via the lower causeway and go into the first L shaped building you see. In here persuade your man. Evacuate in the building at the bottom left of the Venezulan level.

Brazil

Simply kill everyone, whoever they are! This advice is, of course, in order to save the economy from the effects of over population. Drastic, but who's going to argue? Do this properly and without damage to yourself and world domination is finally yours! Simple, effective and very very satisfying. Enjoy!

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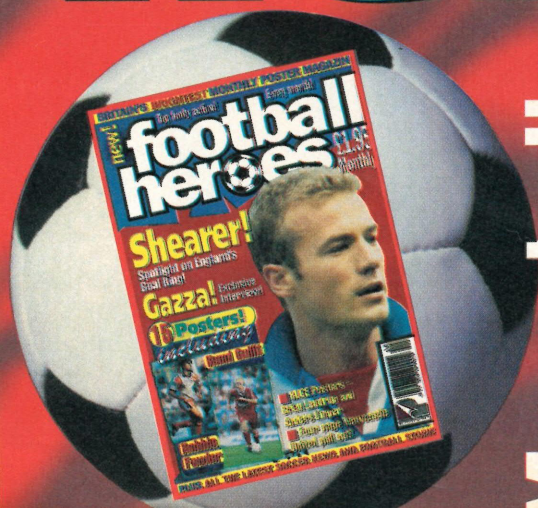
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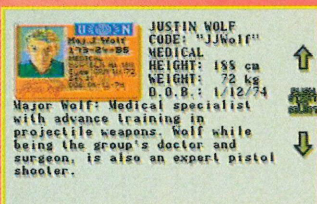
ZERO TOLERANCE

Zero Tolerance takes you into a world of ultra-violence and brutal death. A place where the strongest survive and the weak perish miserably in a hail of merciless gun fire!

This is no place for the feint of heart or the unprepared. Thankfully, for all of you raw recruits out there, SEGA XS sent in its top commando outfit — their mission, to return with the complete solution to Accolade's brilliant shoot-'em-up release or die in the attempt. We knew these genuine gamesplaying superheroes wouldn't let us down. Check out their mission notes and you too could survive the horrors of *Zero Tolerance*!

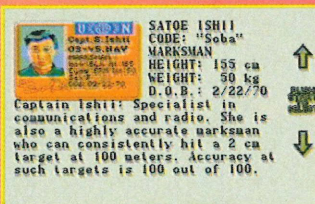
JUSTIN WOLF

JJ Wolf, to call him by his codename, is the youngest member of the team. He may be young but, as the team's medic, he's saved the life of a fellow companion on many an occasion, so he's a vital team member. His heart of gold is only equalled by his rage when faced by the enemy. Definitely a valuable character when you're in a rumble!



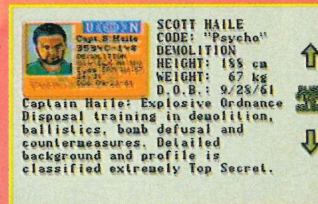
SATOE ISHIL

Codenamed Soba (for some strange reason), this girl is the best marksman in the team. Her speciality is communications — not only by using the vast amount of languages she knows, but also through her mastery of radios and tracking devices. Thanks to her accuracy with the gun, almost every shot that she lets go strikes the target.



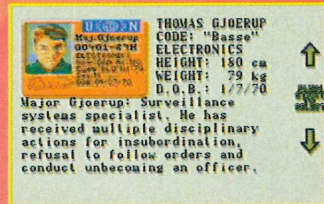
SCOTT HAILE

When he was codenamed Psycho, it wasn't meant as a joke — this guy really is a complete nutter! Psycho's never happier than when he's in danger. He never leaves home without at least five good packs of explosives slung around his back. Nobody knows why, but thank God he's an expert in bomb disposal and also on our side!



THOMAS GJOERUP

'Basse' is a surveillance expert who has spent most of his working life keeping an eye on corruption within companies and industries. It's partly due to this he has a bit of a rebellious streak — refusing direct orders and taking matters into his own hands. He's also prone to bouts of extreme paranoia, which can be dangerous.



LEVEL 1

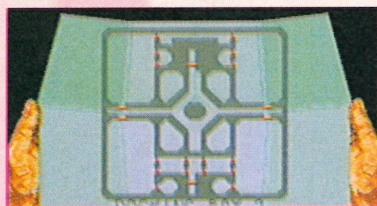
Level One takes place in Space Station Europe-1, orbiting the earth. It is infested with aliens and terrorists, so be ready to blast anything that moves! If you don't move quickly, the reactor boils over and core breach occurs in a matter of hours. Above all it's vital to move fast, shoot on sight and don't even bother asking questions later. Remember, the Planet Defence Corps are relying on you and you alone.

1 Docking Bay 1

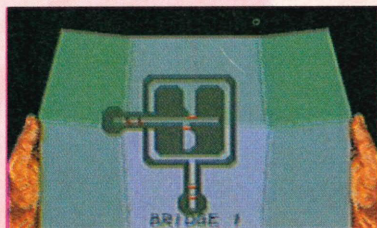
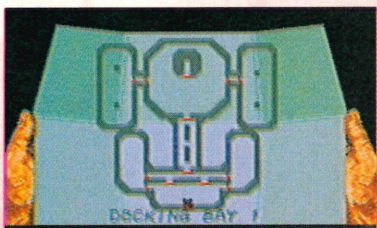
Right from the start, collect the extra shotgun icons, scattered around the floor in the first room. Now walk through the first door you find and get blasting! There are 59 enemies to kill in this first stage. The main problem arises in the huge room in

the centre of the map, so watch out, there are loads of terrorists lurking here. Kill the lot, and then make your way to the lift.

2 Docking Bay 2 PASSWORD: DDqbvtLng

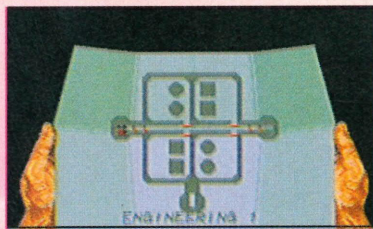


Make your way through this level in a circular motion, killing everyone as you go. There are 79 foes to kill here, so you've got your work cut out for you. A good tip is to hug the walls whenever you enter a new room. This way, not only will you make sure you can't get attacked from behind, but, whenever you get blasted, you'll just get flung against the wall! If you ever get low on energy or ammo, just remember that extra life and guns can be obtained in the small rooms towards the bottom of the level.



3 Bridge 1 PASSWORD: HFr8vtJug

This is a fairly small and basic level for you to hone your sharp-shootin' skills on. Again, work your way around in a circular motion. Pick up all of the collectibles you find scattered along the floor. These include medi-packs and high-powered guns to fight the terrorists with. Always take care to avoid entering a room with too many bad guys in unless you have a solid battle plan. This applies to all the levels. If you've got grenades or heavy artillery lob these all in before entering, to take out as many of the enemy as you can.



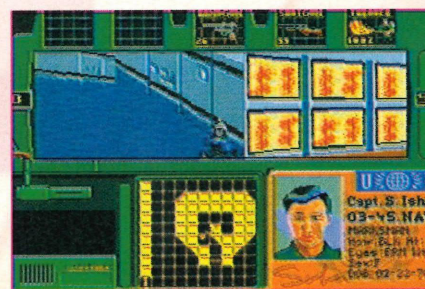
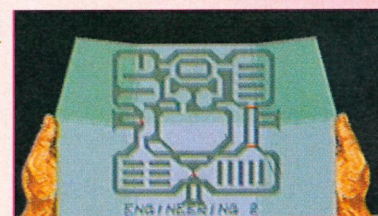
4 Engineering 1 PASSWORD: HHbd-*)jug

A long corridor with four large rooms branching off it awaits you here. Remember to collect all of the medi-packs and weapons you find. The flame-thrower is introduced now. As well as the basic terrorists, you have to face

ceiling-crawling robot-spiders! Sadly, no hand guns can be collected from these critters. A bullet-proof vest can be grabbed in the top-left room, allowing you to take up to ten hits without being damaged.

5 Engineering 2 PASSWORD: bv3duz*)mw

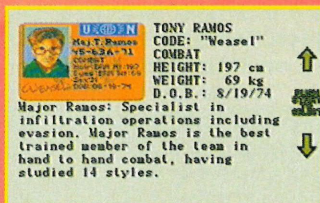
Very similar to the last stage, you'll find lots of medi-packs, guns and terrorists in this section of the game. The ceiling-crawling spiders are still a problem here as well, so keep on looking out for them! If you run out of ammo, the good news is they only take one hit to kill, just make sure you don't miss! Avoid dense clusters of the enemy until you feel strong enough to confront them.



TONY RAMOS

Known as Weasel, Tony is a master at sneaking into places and coming out with the goods.

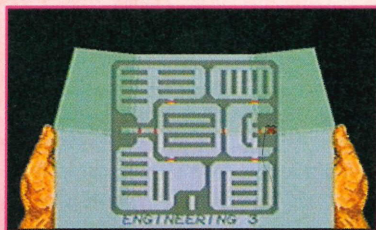
On the rare occasions he is actually spotted by an enemy, he is more than capable of dealing with any problems with his fighting skills. His hand-to-hand combat techniques are second to none. Always a handy guy to have around during trouble!



6 Engineering 3

PASSWORD: bLbdu*)mw

Lots of pillars for you to hide behind here, the only problem is the aliens use them for the same reason! Check your scanner to find hidden beasts. In the middle-section of the level, you're able to find a handy Bio-Scanner — now you know exactly where everyone is, so it's easier and safer to plot your progress. Night-Vision glasses



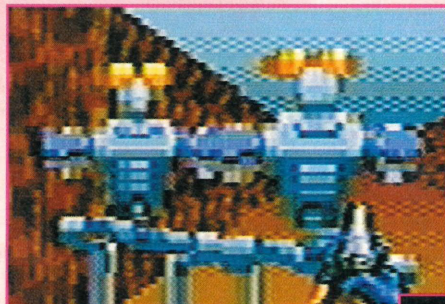
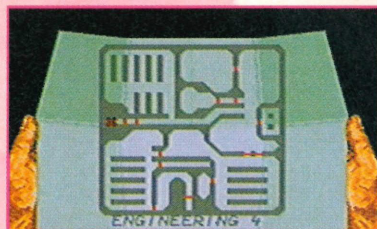
can be collected in the lower-left room. A decent amount of medipacks and shotguns can be collected in this room as well.

7 Engineering 4

PASSWORD: HvYdu*)mw

A large level, with lots of wide open spaces for you to become a sitting duck in! Keep on the move to make it harder for the enemy to blast you, otherwise they wipe you out in an instant. A pulse laser can be collected in the first corridor you come across, a powerful weapon to have around.

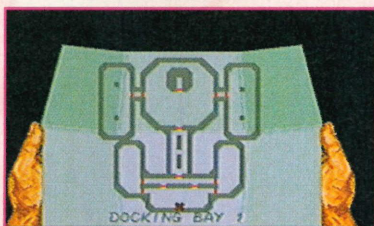
Go to the bottom of this level, where a whole armoury of power-ups can be found and collected.



8 Greenhouse 1

PASSWORD: WPMds\Os2

This level ranges from vast, open spaces (the middle); to a narrow corridor filled with danger; to a vast maze (the left). Lurking within the greenery and vegetation in this level are hundreds of little aliens, just waiting to destroy your team, as well as all of the aliens waiting for you, you also get a huge amount of power-ups to collect. However, don't celebrate too soon, because you're definitely going to need them.



9 Greenhouse 2

PASSWORD: DF)d-/qh

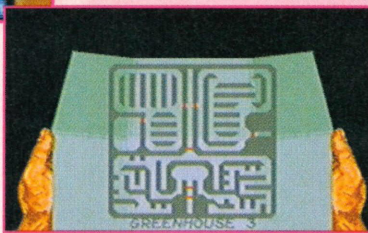


A circular attack pattern is what's needed here, as the aliens and terrorists come at you from all angles. The terrorists make an unwelcome return for this level, but a few blasts from your shotgun should sort them out! Infra-red glasses are yours right at the centre of this deadly level.

10 Greenhouse 3

PASSWORD: LjK6*)FB

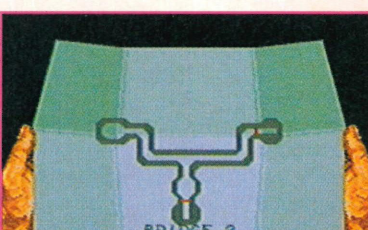
Yet more greenery awaits you on this level, with baddies always lurking behind it. Collect a Bio-Scanner in the main corridor in the middle of the level and you too will know where everyone is hiding! It sure makes life a heck of a lot easier.



11 Bridge 2

PASSWORD: P!L6*)FB

The smallest and simplest level in the whole game? Yipes - it just might be! A long, winding corridor is this level's main feature, along which there are plenty of terrorists and wall-crawlers to blast. Make your way to the room at the far-left for lots of extra pulse-lasers and energy.



12 Reactor 1

PASSWORD: HDpb*)OgF

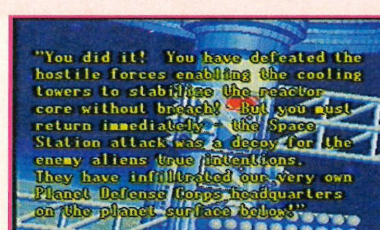
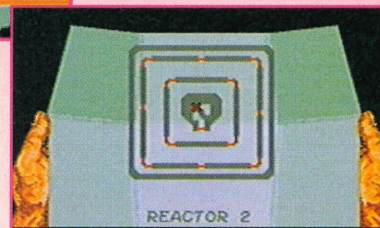
A huge, circular level. Once you make your way to the centre, there is a flight of stairs to walk down. The two rooms at the bottom are populated by aliens, so take care when entering. As always it's certain death if you just run in blindly and start shooting wildly, so take care to plan things very carefully.



13 Reactor 2

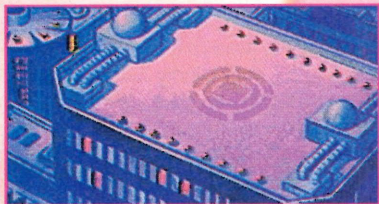
PASSWORD: HH6d-*)vg

Instead of a circular level, this one takes on a more squarish appearance. A feast of power-ups are just waiting for you here! Once you've killed all of the terrorists and aliens, it's here that you face up to the boss! Once you find him, just keep blasting away and he'll eventually give in. He requires six hits to destroy, but beware his firepower and be patient.



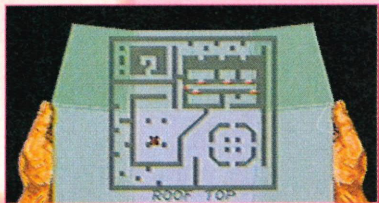
LEVEL 2

It turns out the Space Station attack was just a decoy! The aliens have infiltrated the UN Headquarters whilst your back was somehow turned. There's only one thing you can do about this, and you already know what it is — get fighting matey!



1 Rooftop PASSWORD: HH6d-*)ug

Landing on the rooftop, your first task is to get into the actual building itself. Shoot all of the robots on the main roof and then start to work your way around to the door at the top-left. Enter the shed to collect the bullet-proof vest (which you'll need to get past the lasers on the long stretch to the right). Don't stop once you reach this part and you should make it through. You can pick up a rocket launcher on this level, definitely a most desirable weapon! A flash light is also here. Laser-armed guns can be grabbed from the robots. These robots tend to run away from you, unless you corner them and force them to fight.

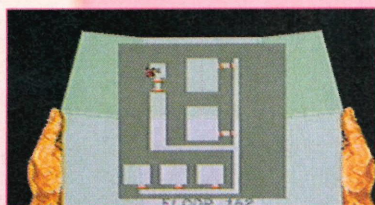
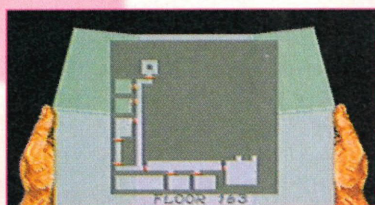
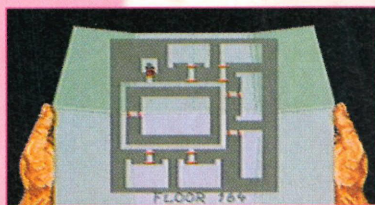


2 Floor 164 PASSWORD: UDJU*sxEB

45 enemies await you on this floor. It's all quite straightforward from now on — kill all the baddies you meet before they kill you! Once you step into the main room in the middle of the map, you'll instantly be surrounded and attacked by hordes of frenzied robots, terrorists and also a new kind of enemy — aliens! So get blasting, trooper, and watch out for any stray rockets.

3 Floor 163 PASSWORD: duTy*s?tj

Relatively short. With only nine areas to clear and 30 foes to vanquish, this section should present no problems to a hardened fighter who's been through all the previous action in *Zero Tolerance*! Keep an eye out for any aliens that suddenly storm out of the rooms adjacent to the main corridors. Use your bullets wisely, as the lack of ammunition is starting to become a real worry.



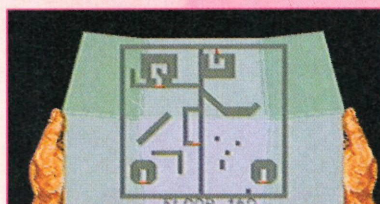
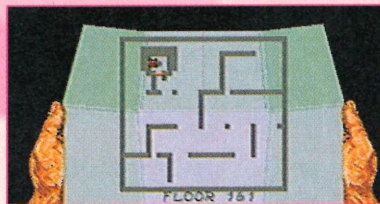
4 Floor 162 PASSWORD: dLJy*t?vi

This floor houses only 20 enemies, but because it's a fairly large level, you still have to keep your eye out for any enemies creeping up behind you — remember this ain't no pantomime! When you think you've hit all of the opponents, several can suddenly appear, just when you least expect them, so stay alert.

5 Floor 161 PASSWORD: bFq7-vNvU

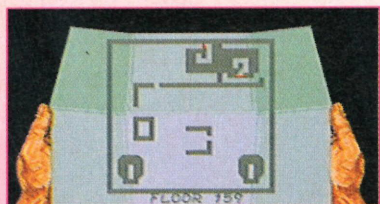
56 enemies to destroy and every single one of them is after your blood! This large level introduces a new problem for you to overcome. Throughout the level there are fires

raging. To put the fires out, use the fire extinguisher that you should have found a few levels ago. Use it to carve your way through the flames, while taking out any of the enemies coming at you. Devil Dogs are a new enemy on this level.



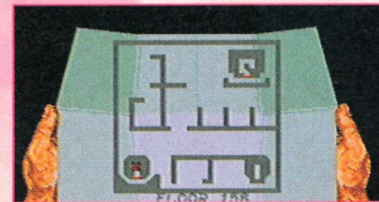
6 Floor 160 PASSWORD: KP?7*/Dn5

Another large level, thankfully this time without any fires in it. As soon as you enter this level, you'll be attacked by Devil Dogs. Stay calm and shoot the mutts right between the eyes. If you're starting to run out of ammo, remember there are plenty of refills to be found. Keep an eye out for any baddies hiding behind the pillars, or else it could be curtains for you! You can only get to one part of this level, you'll have to come back for the other half later in the game.



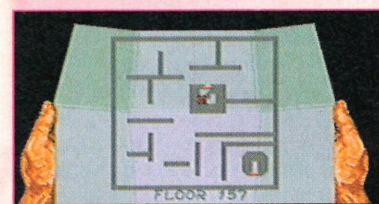
7 Floor 159 PASSWORD: HnD7*3?nz

Guess what? Yup, it's another large level! 49 enemies to kill, but at least there are plenty of power-ups to collect. Dog packs are out hunting all around this level, so be prepared to deal with them. Collect the fire extinguisher, found to the bottom-right of the map, to use on the fires you will encounter in some of the later levels.



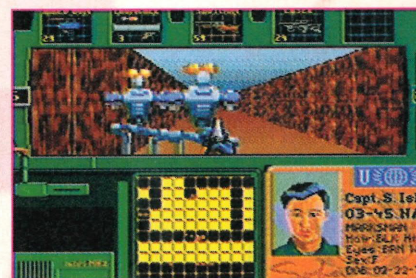
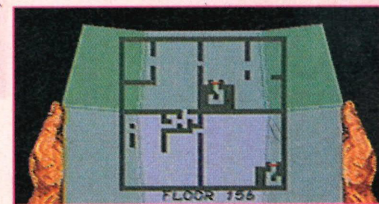
8 Floor 158 PASSWORD: PDsQ/s?!U

This is basically a straightforward level to overcome. Shoot all of the dogs you find, or else they'll soon be doing more than nipping at your heels. The best time to take a shot at them is when they're turning around to charge at you. Hug the walls to protect your back and you should come out of this one alive, or at least fit to fight another day!



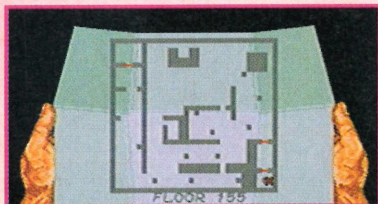
9 Floor 157 PASSWORD: bnLy**?gB

Another large, enemy-filled level for you to go up against here; this time featuring 58 foes to blast. The majority of these are those vicious dogs. As before, wait until the dogs are running at you before you shoot them. Keep a careful eye (and ear) out for any sudden attacks from behind — there's nothing worse than a sharp bite on the bum!



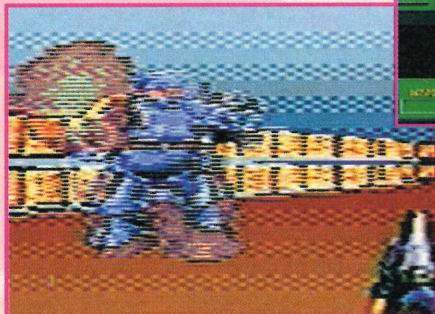
10 Floor 156 PASSWORD: L)r7tsDgB

Divided into four different sections, this level is the one to sort out the men from the boys. Devil Dogs are the first opponents you come across. Deal with these by shooting them as they run towards you. Face up to the robots, before chasing after them and planting a few bullets into their backs — we're not playing by the Queensbury rules here you know! You'll also find some aliens and terrorists in this level. All in all, there are 54 rough, tough enemies to kill.



11 Floor 155 PASSWORD: WFLyvCDgF

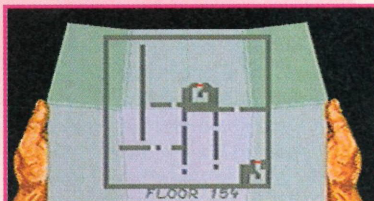
46 enemies to kill on this level, troops. For some strange reason, there are abandoned sheds littered all over the level. It's really just one huge, open space, so try working your way around the level on the outside first and then work your way inwards. Keep an eye out for the various terrorists, aliens, dogs and robots baying for your blood. This level will also give you the opportunity to pick-up loads of rocket launchers to use in your fight against crime.



12 Floor 154 PASSWORDS: cHxyv/?gD

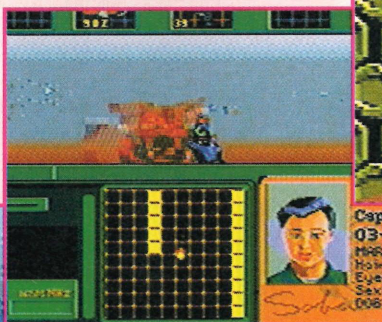
Another big level for you to run rampage around. If you ever get a little

bored of all the killing you're performing, always remember you can shoot the windows away and cause untold pounds worth of damage. Then again, you are supposed to be working for the United Nations, aren't you? However, sad joking aside, to complete the level use your ammunition wisely and take out large groups of aliens quickly with the big weapons to preserve your energy.



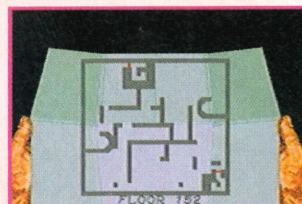
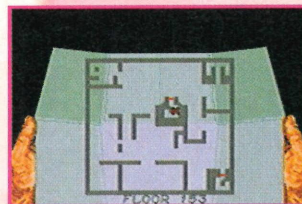
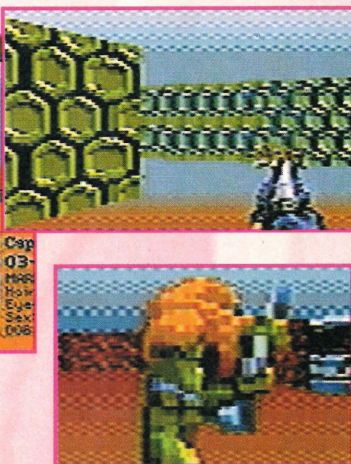
13 Floor 153 PASSWORD: cHxyv/?gD

41 enemies are lurking around this level, all intent on killing you! These guys consist of robots, terrorists, aliens and dogs. How do you kill each of them? Simple; for the robots, all you have to do is shoot them in the back when they're running away. For the terrorists, sneak up on them and then give them a bullet in the head. Aliens are killed in much the same way as terrorists, and the dogs should be shot between the eyes when they're running towards you.



14 Floor 152 PASSWORD: 6HKQ-*DFU

The fires are back! Keep that fire extinguisher handy, this way you can put out any fires blocking your path. Also keep your gun up at all other times on the look out for trouble. You can collect another fire extinguisher from the first porthole room you come across to add to the one you collected earlier.



15 Floor 151 PASSWORD: PDq5v/KFz

The last section of Level two is upon us and boy it's a tricky little number! It takes place in a series of average-sized rooms each jam-packed with baddies. Most of these rooms are also filled with power-ups, ranging from shotguns to medi-packs. In the second room down, there is a huge alien which you must fight. If you try and run away, he simply runs after you and shoots you in the back. He will need to be shot ten times before you can kill him, so keep that

EQUIPMENT GUIDE

Bio-Scanners

This useful device tells you the whereabouts of each enemy on a level.

Bullet-Proof Vests

Once you have this in your possession, you can take up to 10 blows without being hurt.

Fire-Extinguishers

This little item is, strangely enough, used to put out any fires you come across!

Flame-thrower

Great for barbecues, the flame-thrower also wipes out scores of the enemy.

Grenades

In a tight spot? Try blowing up the bad guys, it makes life easier!

Hand Gun

Your standard piece of firepower — look to upgrade as quickly as possible.

Infra-Red Goggles

Once you pick up one of these gadgets, you see all the baddies much clearer.

Laser-Pistols

Wander around pretending you're the Terminator with these laser-sighted killers.

Motion-Sensitive Scanners

These tell you how many alien life-forms are lurking around the complex.

Rocket Launcher

The ultimate weapon for wiping out the bad guys. Press fire and watch them explode!

Shotgun

A real man's weapon (So that's why Mark won't use it! -Ed), perfect for drawing first blood.

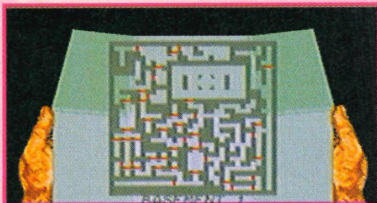
Fire-Proof Suit

You're completely invulnerable to flames once you find this handy suit.



LEVEL 3

The aliens have fled into the basement of the complex, and guess who it is who has to follow them down into the murky depths? Yes, that's right! It's little old you and your trusty knapsack full of weapons!



1 Basement 1 PASSWORDS: bnL9m*Knh

Just by looking at this map, you can see it's a maze. Remember to look at this map as a handy reference in case you get lost. Every turn of the corner brings out a new enemy, so keep your wits about you. There are also a fair amount of power-ups dotted around the corridors, in case things start to get bad. Use your fire extinguisher to put out any fires you come across and remember — the enemy can't follow you through locked doors!



2 Basement 2 PASSWORD: aLqZk9Jcx

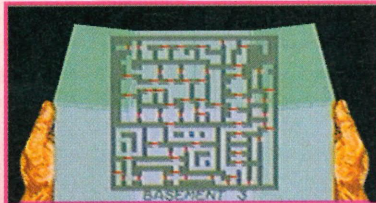
85 aliens are just waiting to take a potshot at you on this level, so make sure they don't get a chance! Again, this is a very maze-like level, with only five large rooms to speak of. The large room to the far-right is packed full of shotguns, so make sure you take full advantage of that fact. The lift is located to the top-right



of the level. The wall-crawling spiders make a rather unwelcome comeback in this level.

3 Basement 3 PASSWORD: PvoZ5tPvi

Another maze! Can you believe it? This is a-maze-ing (You sad, maladjusted individual! - Ed). In each room you visit, you're guaranteed to find either a power up or an alien to blast. There are over 100 enemies to kill, so get blasting, mister! Remember, in hand-to-hand combat, you can only kill the wall-crawlers when their eyes are exposed, otherwise keep clear of their attacks



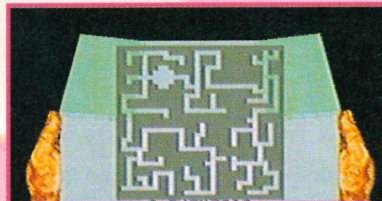
4 Basement 4 PASSWORD: HjJ95/LuF

Yet another maze for you to work your way through. Study the map to chart your progress, as it will help you escape from any tricky situations you get yourself into. Lurking within each corridor is an alien, and rest assured they'll give you no mercy unless you shoot them first. Collect all of the power ups you find. 86 enemies must be killed to escape from this section, so go kill them. Your ammo's probably getting rather low by now, so watch yourself and use extreme caution!



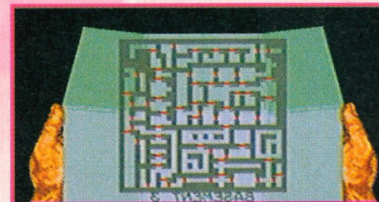
5 Basement 5 PASSWORD: L!)95/5my

Another highly complex level, if you judge things purely by appearance. Over 100 enemies are found wandering around this level, so keep your trigger-finger ready. Hug the wall as you run along the bug-infested passages and keep an eye on your ammo supply! Extra guns can be found, but these are in short supply, so use them sparingly. Chances are you're going to have to resort to fisticuffs at some stage to get yourself through this level in one piece.



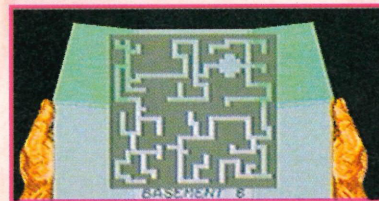
6 Basement 6 PASSWORD: 6HLfntJGz

Things just keep getting harder and harder for you, don't they? Just by looking at this level map, you can tell it's going to be a hard one, can't you? Thankfully, there are loads and loads of ammo refills dotted around the level. These include all of the favourites — shotguns, flame-throwers, mines, bullet-proof vests, and not forgetting a fair smattering of awesome pulse-lasers. Over 100 enemies are waiting for you on this level.



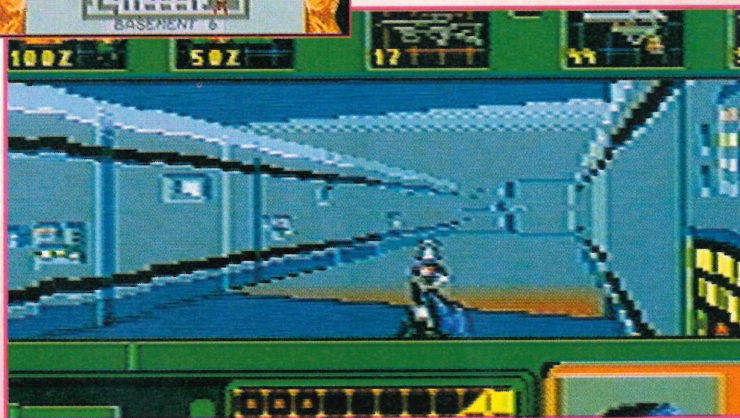
7 Basement 7 PASSWORD: ctafErJM7

Once again, over 100 aliens to contend with in this level, all hell-bent on sucking your blood from your neck! Hang on, isn't that a vampires job? Secure the floor, trooper, then get the hell out of there! Put out any fires you come across with the fire extinguisher that you should have collected a few levels ago. If you don't have one, you can find one on this level. You can also find a fire-proof suit here, which, as you can imagine, comes in very handy indeed!



8 Basement 8 PASSWORD: GN6fEvJQJ

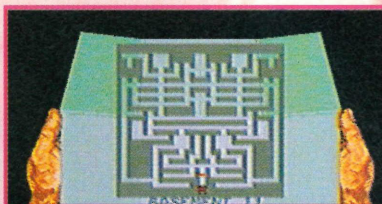
A simple enough level, the only problems coming from the sheer amount of enemies you have to blast! The walls now resemble something you'd come to expect from a hive of killer bees, and it'll come as no surprise to find that most of the enemies are bug-monsters. Over 100 of these creatures must be destroyed, so get to it! The exit-lift is located towards the bottom-right of the level.





9 Basement 9 PASSWORD: Dir9XtJgF

Once again, over 100 enemies are awaiting your arrival on this level with baited breath! If things are starting to look bleak in the ammo department, never fear! There are more than enough power-ups waiting to be grabbed here, as well as plenty of extra energy medi-packs. Your survival prospects are suddenly starting to look brighter.

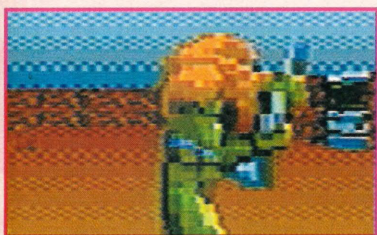


11 Basement 11 PASSWORD: Op69QsJgj

Only 95 enemies for this level! The layout is also a little more complex than before, so refer to the map if you get lost. Get shootin', trooper! Those long-time friends, the Devil Dogs make a re-appearance in this level, as does the mega-blasting rocket launcher — eat dirt scum! The first of these powerful weapons is found at the top right of the map.

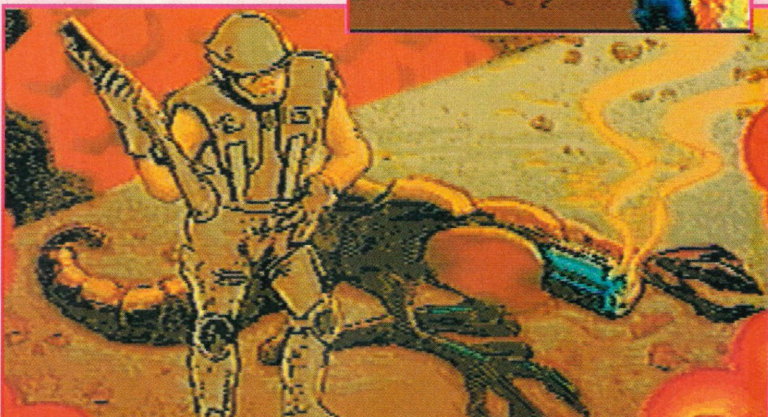
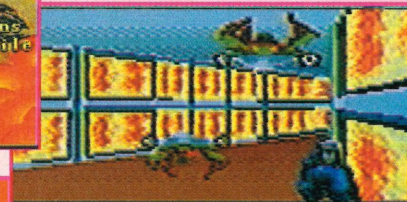
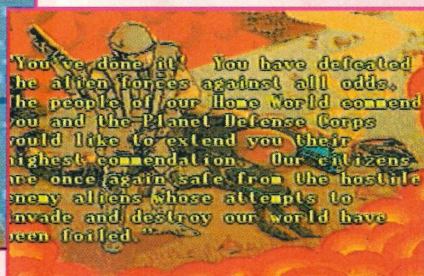
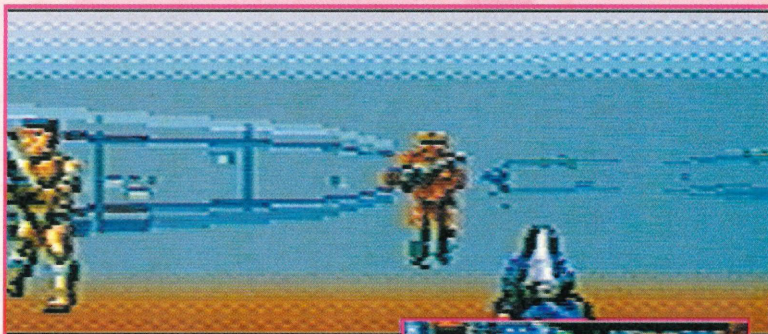
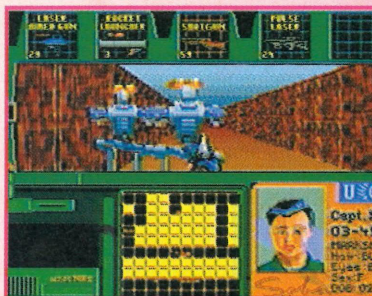
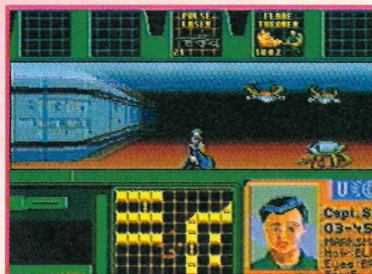
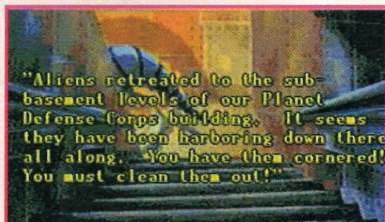
12 Basement 12 The final section!

The graphics take on a new look for this level, with the outer honeycombs



10 Basement 10 PASSWORD: ?L6/VtJh!

Still going strong? Well, try your luck on this level then. One of the hardest yet. Ammo's your main problem now, or rather, the lack of it! Go for as many weapon power-ups as you can, you're certainly going to need them. Over 100 enemies will make sure of that!



TWO PLAYER LINK-UP MODE

The two-player link-up mode is where it's at for anyone with two copies of the game and two Mega Drives. Co-operation is the key to success in this mode as the two of you can take out double the amount of terrorists that you can normally!

To really succeed in a two-player game, you should both pick a different route to take around the level. This means you can wipe out the enemy in double quick time and it also lessens the chances of you shooting each other!

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